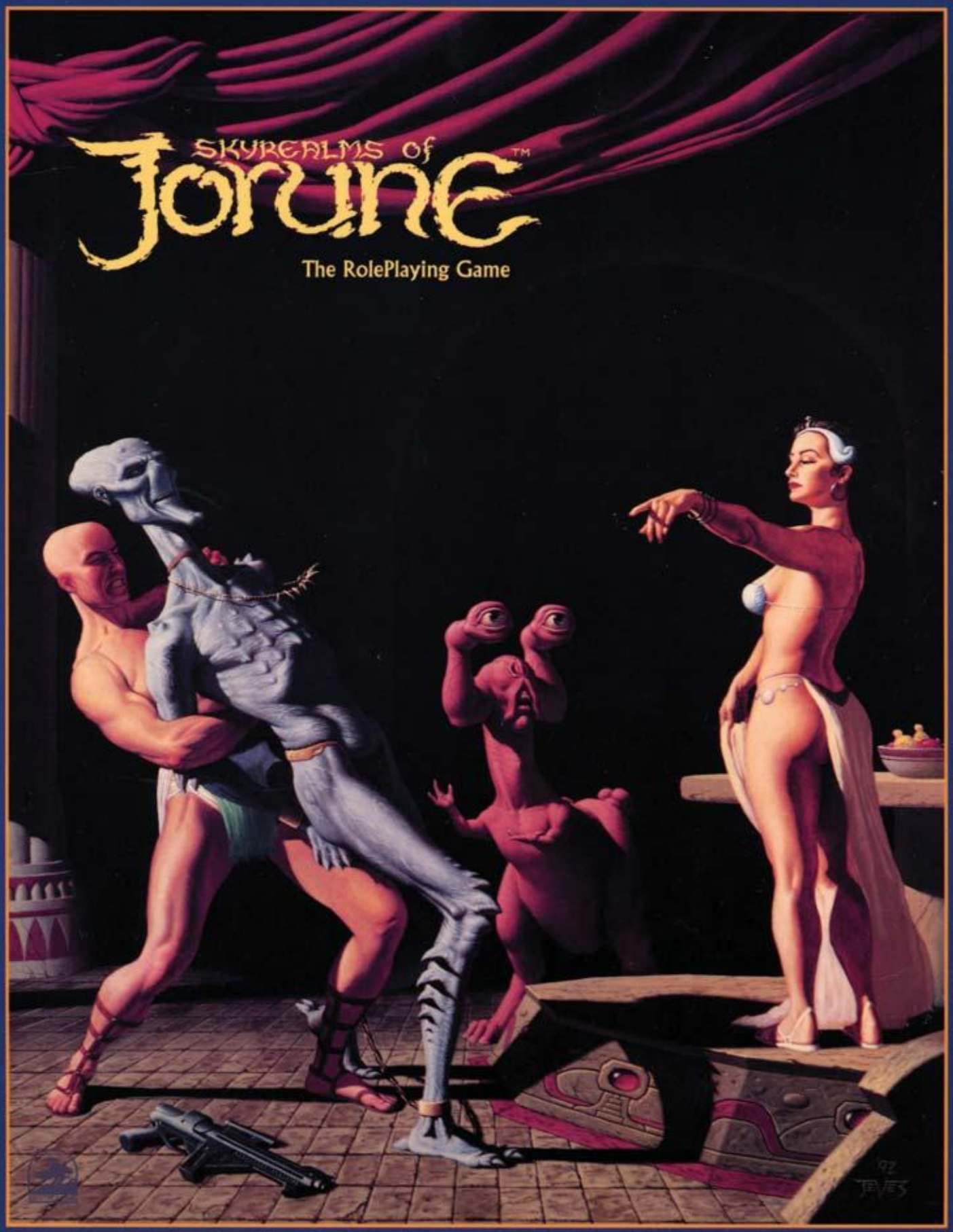
# Skyrealms of Jorune™

The RolePlaying Game



The Capture of Chodi Dichi Coven

*Satrough Gomo's Plea to Keshtia Saress Khodre*

Leave Your World Behind™

# Jorune

## *The RolePlaying Game*

LEAVE YOUR WORLD BEHIND . . .

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Dedicated to Theodore P. Leker
TEVES
'85

# Historical Essay
## *History of Jorune*

*by Drenn Appolinario Vivit*

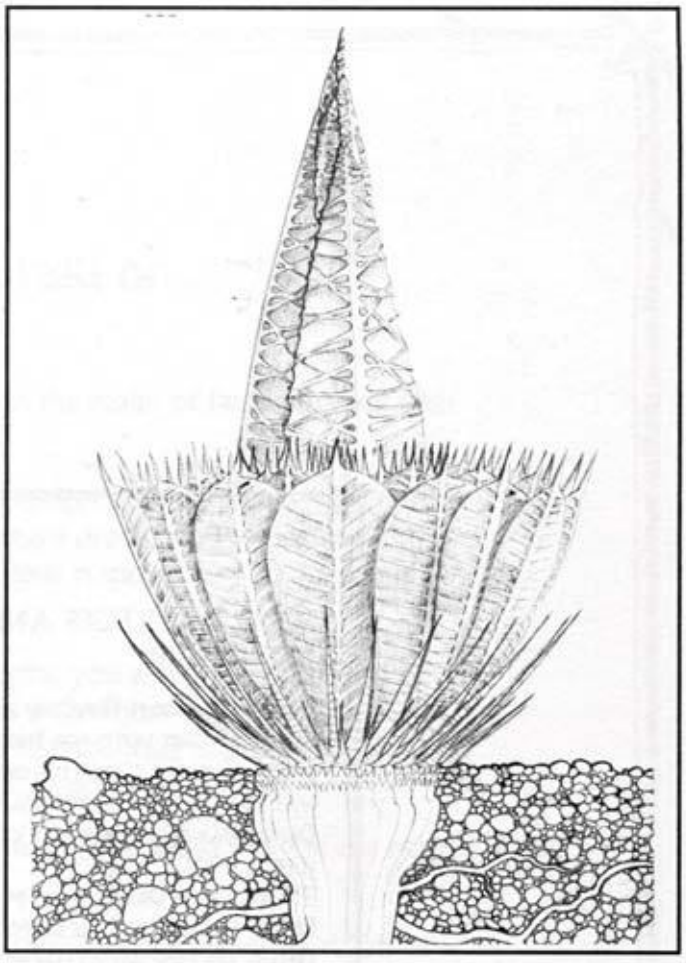
*Our human ancestors came from the stars, from a world called "Earth," which is visible in the nighttime sky. A cataclysm destroyed this world, leaving our forefathers to fend for themselves in a land to which they were not accustomed. Not long after the demise of Earth, war erupted between the humans and the shanthas. This conflict left most of the shanthas dead and the human Earth–Tec crippled beyond repair. This happened in the Year 1. Humans came to know Jorune in a simpler way as the centuries marched on. Then a day came when the moons aligned in the sky above. A tremendous upheaval lit the heavens with tremendous energy and transformed the landscape. In the following years, humans gave birth to the other kinds of humans that we see today: the muadra, the boccord, the salu, the acubon, and others. Initially these children were called abominations and killed or left to die. But over time, and because of the woman Mayatrish, the new humans were spared.*

Iscin, a Bio-tec scientist, was brought to Jorune to create a perfect food-plant for humans that could flourish in the soils of Jorune. His gift to us was durlig, but it was many hundreds of years before the humans of Jorune understood its purpose. After the Human-Shanthic War, Iscin embarked upon his second purpose on Jorune; he designed new forms of life using bits of creatures he had brought from the world of Earth. The blount, crugar, woffen, bronth, and tologra are all Children of Iscin. Iscin died at the hands of one of his creations, "Choundra," the crugar.

For many years after the War, the surviving shanthas hunted down the humans that had lived through the holocaust. The first true human city, Ardoth, was finally established in a place impregnable to shanthic attack. It became a safe haven for wandering humans, and has grown to be Jorune's largest and most modern city.

But a long time passed before any secrets of the Earth Colony were rediscovered. Most knowledge was lost in the first centuries after the war, and was not re-explored until Paul Gauss found Iscin's journals in the year 595 PC. Paul Gauss gathered the diaries of Iscin from the wreckage of the ancient laboratory, and the secret of durlig and the nourishment it offered were returned to the humans. The people of Gauss grew strong and healthy.

The most major event of the 7th Century P.C. was the joining of Mayatrish and Paul Gauss. Mayatrish brought both the compassion of her people towards the human variants, and their skills at animal handling to the farming people of Gauss.



Durlig

For thousands of years the humans experienced growth and then decline. Wars, disease, and the shanthas took their toll. But as the cities slowly settled, the ways of commerce and agriculture replaced a hand-to-mouth existence.

Then, 2914 years after the War with the shanthas, a muadra by the name of Caji Gends was taken as disciple by the shantha named Sho Copra-Tra. Caji was taught the energy disciplines, called "dyshas" and the philosophy behind them. He returned to his village in the Gauss Valley and trained the muadra there in the shanthic ways. The horror of the Ninindrue Plague Slayings of 2934 catalyzed the first directed use of dyshas by trained muadra. They were able to stop the crugar invaders from their senseless slaughter of paralyzed woffen. This initiation of dysha use into human culture marked a beginning of friendly relations between muadra and some shanthas, as well as a long-lasting friendship between muadra and woffen.

The Energy Weapons War of the current century returned to humans the powers of their ancestors. The discovery of energy weapons caches created a tremendous imbalance of power, pitting the humans against all other races. This instability erupted into the Energy Weapons War, a conflict that was finally resolved with the signing of the Klein-Khodre Accord. This Accord has had lasting impact on the structure of Burdoth. Humans must continue to search for the wisdom of their forefathers if we are to use their devices wisely.

Bio-tec creations brought by the Earth Colony still survive today. Patches of "incupods" are scattered over the surface of Jorune. The recos that they produce were created to dig for water, act as lights, bridges, companions, and perform other useful functions for our ancestors.

## SOME PRIVILEGES AND RESPONSIBILITIES OF DRENNSHIP:

DRENN ARE SHOWN RESPECT IN ALL CIVILIZED REALMS
THEY MAY CAST VOTES FOR THEIR REPRESENTATIVES
LAND OWNING IS A PRIVILEGE ONLY GRANTED DRENN. LAND NOT MAINTAINED MAY BE REASSIGNED BY THE DHARSAGE
DRENN MAY REQUEST THE USE OF THE DHARSAGE EARTH-TEC ARSENAL AND SUPPLIES
THE WORDS OF DRENN CARRY MUCH WEIGHT IN THE COURTS
DRENN WILL COLLECT THE CLETCH (TAXATION) FROM THEIR NEIGHBORS
DRENN ARE EXPECTED TO ENFORCE THE "YORDIGS" (LAWS) OF THE LAND
IN TIMES OF WAR, DRENN MAY BE DRAFTED AS OFFICERS
DRENN MAY OFFER TAUTHER THE PRIVILEGE TO SERVE UNDER THEM. THE DEEDS OF ALL SUCH TAUTHER MUST BE NOTED. DRENN MAY MARK FOR THOSE DESERVING CONSIDERATION.

# Burdothians of noble spirit, read on...

For some it is not enough merely to reside in the realm of Burdoth; they wish to become citizens. They wish to be Drenn.

Entering the Hall of Drenn signifies your intention to work toward this title. Once registered as tauther, your process toward drennship has begun. With your tothis comes an acknowledgement of your responsibility to act in the best interests of the realm and its peoples.

A day after you deliver your parchment copra, you will find it inscribed in the Hall of Drenn, and on a metal challisk as well. Those who favor you, who think you Drenn-worthy, will travel here to inscribe their copra within your tablet. Others will inscribe their copra directly upon your challisk.

Those who mark for you accept great responsibility. Should you fail the realm, their reputations will be marked as well.

Your purpose as a Tauther is to benefit the city of Ardoth and the realm of Burdoth. You are expected to travel the realm, seeking the experience and knowledge that will make you a valuable asset as a citizen. Drenn throughout Burdoth may mark your challisk. When you feel Drenn-worthy, you may return to Ardoth to be tested.

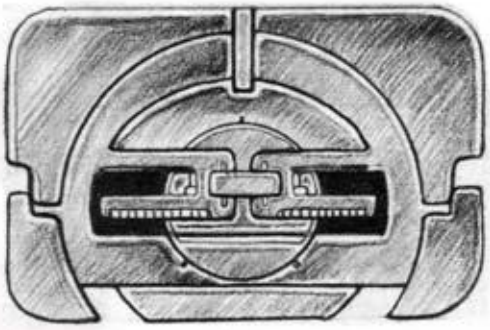
The testing is severe. Your challisk marks will be counted, your tablet appraised, the copras you bear referenced. You will be questioned as to whose copras you carry, and for what reasons. Your passage to Drenn status will be decided in the days that follow.

When you have completed each of these steps, you will be considered Tauther, on your way to Drenn. Leave the Cryshell Citadel. Your tothis has begun.

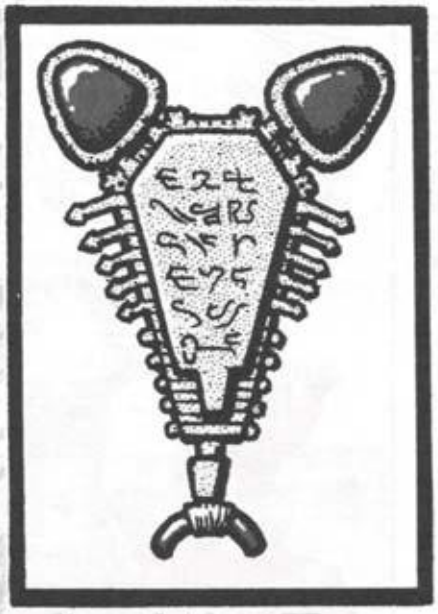
Rhan Trohan

Chell Of Ardoth

Mullin 37, 3491



*Shanthic Warrior with Ceremonial Thalierian Blade*



# *Chapter 1*
# The Tauther Guide

*The Tauther Guide is narrated by guides from Burdoth and lands more distant. Perceptions of places and things may exhibit a natural cultural bias, just as the writings of humans have a slant not fully appreciated by non–humans. If you are tolerant of the cultural differences and language shortcomings of your guides, you can learn much from them. The writings are here for your benefit. Understanding the gist of the words may be enough.*

# Those You Will Meet

*by Kirra Ho Trid*

***I, Kirra Ho–Trid, am of the island realm of Tan–Iricid. I endeavor to introduce to you those peoples and creatures of Jorune which may have escaped your eyes. I give to you my experiences in the hope that your tothis can progress safely. They bring you knowledge different from my own. Before we continue, I review your most immediate surroundings:***

***Burdoth, for most of you, is your home realm. The capital city of Burdoth is Ardoth, located in Ardoth Bay. The Dharsage ruler is Khodre Dhardrenn. He has ruled since 3465, the year of his father's death. His sister, Saress, rules the Khodre, Burdoth's most distant land claim. The council of 10 shares authority with the Dharsage by the Treaty of Klein Khodre. Council seats are held by each of these realms: Burdoth, Dobre, Lundere, Tan–Iricid, Khodre, and Temauntro.***

## THE HUMAN RACES

Some of you who are seeking your drennship are not human. You may not be well versed with the three different human races. There are the pure-strain humans, the direct ancestors of the Star-farers. There are the boccord, who are larger and stronger than the humans. They can sense the energy of living creatures, but cannot directly manipulate it. Then there are the muadra, smaller than humans, who are able to see Isho and weave it into various orbs and bolts. All these types of humans look very much alike. These races dominate the cities in the realm of Burdoth.

## THRIDDLE

Thriddle are a peaceful, benevolent race. There is never need to fear a thriddle. Our kind practice no acts of violence. Our desire for knowledge and experience in geography, the arts, and languages often bring us into your land of Burdoth. Our home is the island realm of Tan-Iricid which is located far to the west. Its capital, the Mountain Crown, is home to Jorune's greatest banks of knowledge. Here, with a giddyne, you can enter and read from our libraries, or learn from our scholars. Our language, Triddis, may seem difficult at first, but is well worth learning. The material available to you in Tan-Iricid will increase manifold for your efforts. It is a compliment to any race to be addressed in one's native tongue, and thriddle will respond most warmly.

As representative of the Mountain Crown, I offer you greetings, and invite you to visit our home.

Seek out the thriddle for knowledge. The fadri will teach you; please compensate them fairly. Thriddle love knowledge. It is the thriddle who can translate any tongue.

THRIDDLE WITH CORASTIN

Thriddle math is the most advanced on Jorune, but is not applied toward destructive ends. Thriddle prefer peace to conflict, and neutrality is the rule. Our race collects knowledge, and preserves life. We maintain a neutral stance with realms at war.

Thriddle employ many to collect information. These are the "querrid," and they can be found wherever you travel. Answer their questions, for the good of both our realms.

Not all thriddle indulge in the scholarly arts, though all have ties to Tan-Iricid. A large coditch farming community of thriddle have settled in Cosahmi. Their crop is distributed throughout Burdoth. They too will welcome you, offering you the hospitality of Tan-Iricid.

The finest gift for thriddle, besides information, is the giggit larvae. Nothing will endear you more to a new thriddle acquaintance than a fresh pipe-supply, and the pleasant frame of mind created by the pipe will certainly cast a warm tone on the conversation to follow.

Thriddle can often be found traveling to the East Trinnu Jungle Lands in search of giggit. In recent years, the cleash infestation has forced us to travel in the company of other races. If you discover a thriddle in the Trinnus, take him as a friend; he will reward you for your protection.

## GIGGIT

The larval giggit is to be sought, the sleeping giggit is to be undisturbed, and the fanged giggit is to be feared.

The giggit thrive in the East Trinnus. Their larva fetch a high price in Tan-Iricid. Inhaled from a pipe, giggit steam bestows a soothing peace upon thriddle who indulge. The high price of the habit reflects the dangers inherent in giggit gathering. Beware the cleash who feed on the giggit, the traps they set to catch them, and the grown giggit themselves. The two adult stages are called "spirrics." Avoid glistening pieces of metal and pots of boiling water if you come across them in the Trinnus. They are signs of active trapping, meaning that both spirrics and cleash are nearby.

Larvae enter their sleeping time underground. They blanket themselves in a thick goo during their resting period. They emerge with a fury, all teeth and hunger. After they gorge, they rest once again.

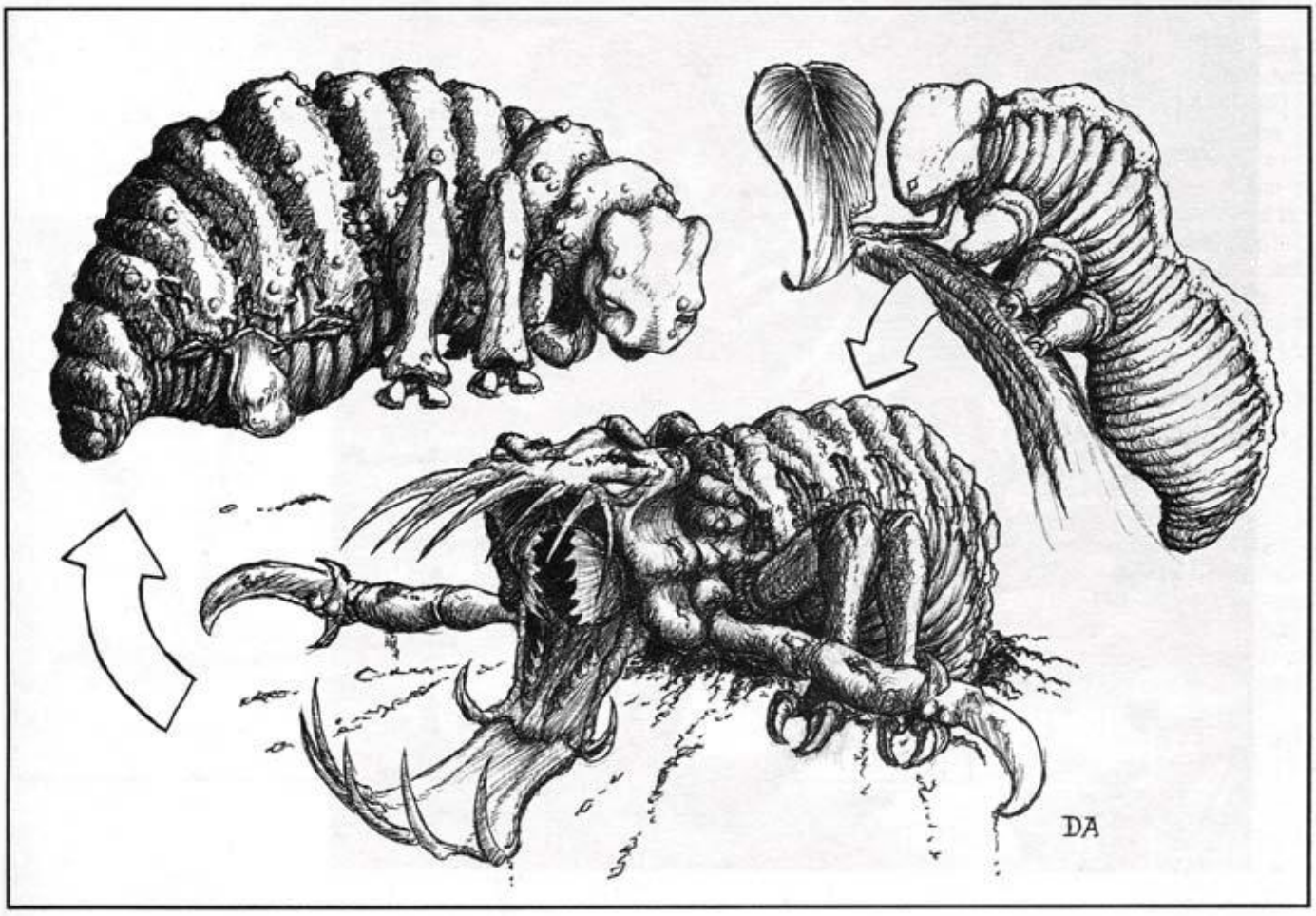
Grown spirrics worm their way from the ground, teeth no longer intact. They weigh several meaty pounds. It is at this stage that they are temptingly delicious to cleash, who hunt them with a passion. It is also in this stage that they shed their larvae sacks, which take several weeks to develop into the larvae stage so popular in the mountain crown.

Larvae hunters must carry their catch in the Trinnu soil. The darker and moister the environment, the better are the chances that the giggit will survive to their final destination. Avoid extended journeys when carrying the giggit; unfortunate carriers may suddenly find that their larvae have both slept, and awakened.

## *The Life Cycle of the Giggit*

3rd Sperric (with Sacks)

1st Giggit (Larvae)




2nd Sperric (toothed)

# CLEASH

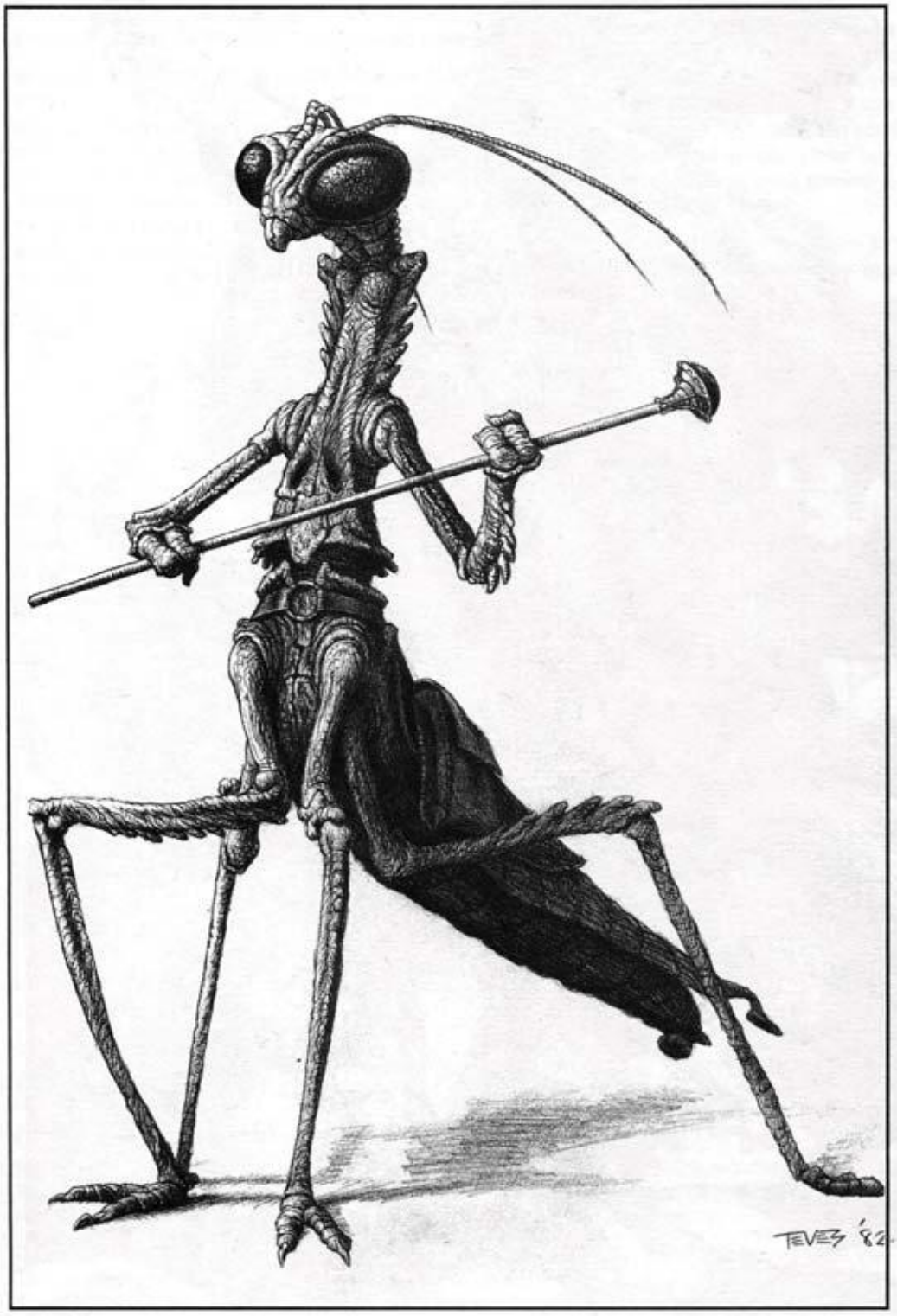
Cleash live in the frigid Ice Fields of Gilthaw, an environment for which they are poorly suited. Cleash are very fierce. They seek no communications with other races. They will attack you. Their capsules bring pain and death.

Beware them too in the warmer climes, their intentions are never gentle. Cleash raiding parties often journey into the East Trinnu Jungle Lands in search of spirrics. Beware the usually gentle Scarmis found in their company. Such Scarmis do not have minds of their own, and their actions are the bidding of the Cleash.

The insidious cleash are, fortunately, rare outside the Ice Fields of Gilthaw. Their bodies are hard and crusty, and not at all shaped like humans. They are about the height of a Boccord. Their home in the Ice Fields of Gilthaw keeps them far to the north of Burdoth. They have been sighted in the East Trinnu Jungle Lands since the Eris of 3464. Beware the cleash. They are enemies of Burdoth, worse than ramian. Fear them. They boil their own pre-hatched offspring to create the gems they use as currency.

NOW YOU DIE, THRIDDLE FOOL!

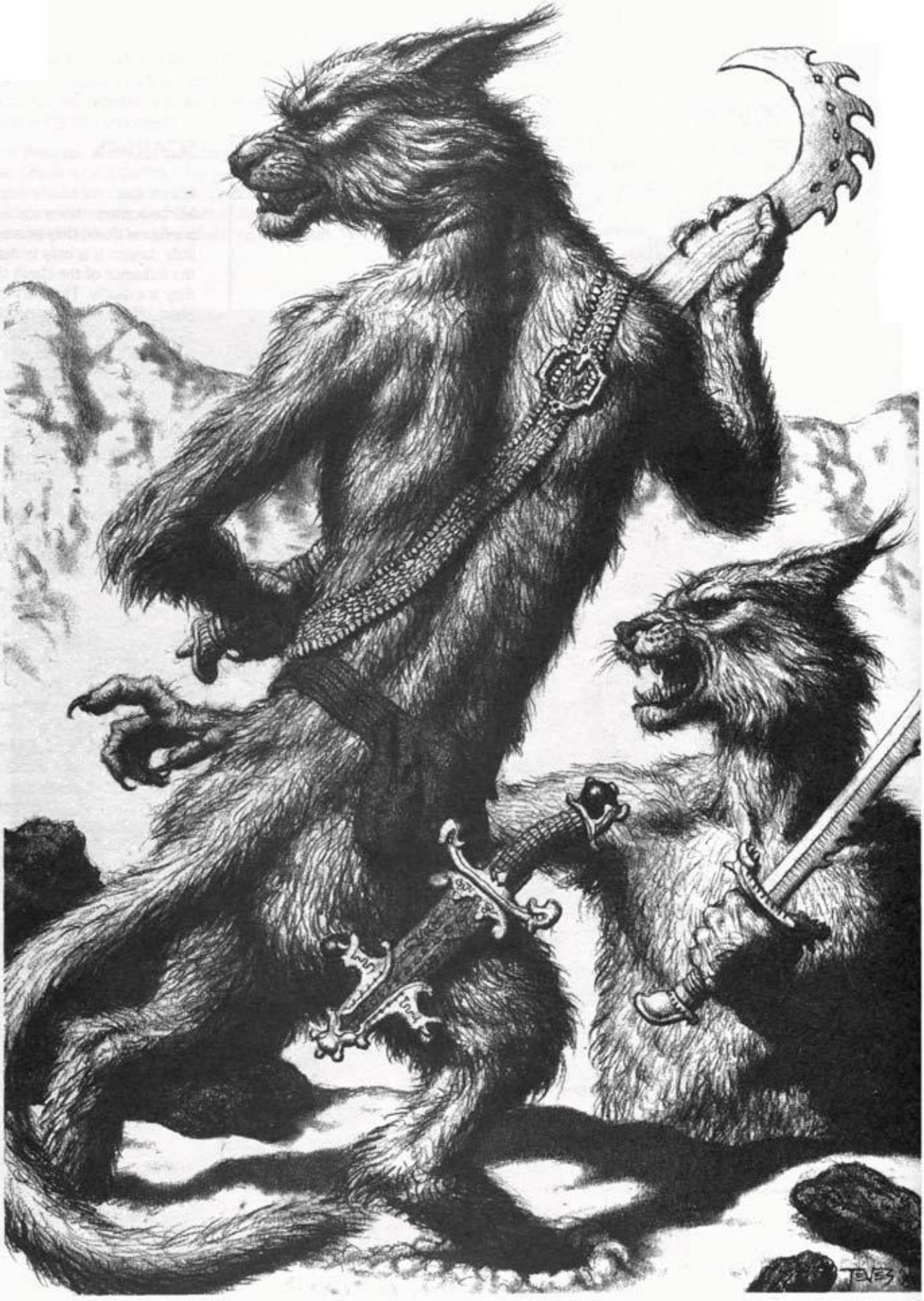
## Scarmis, Servant of the Cleash




## SCARMIS

Where there are cleash, there will be scarmis. When scarmis are found alone, they present little danger. It is only under the influence of the cleash that they are deadly. The sparkles given off by a cleash's canther places scarmis in their control. Scarmis are not uncommon throughout the backwoods of Burdoth. Approach them slowly and with open hands to avoid being "wetted down." A challisk stained in this way must be cleaned before any additional marks can be added to it. Creatures with body hair should scrub thoroughly to remove the odor. The phrase "Gee'oooooh'po," means "please don't wet me down" in their language.

Scarmis live amongst Humans in Ardoth. The pay their cletch and contribute to the city. Some have even worked on Ardoth's sea-wall. They are eager to please anyone who speaks their tongue as well as the Thriddle do. However, their motivations are complex, even by thriddle standards.



CRUGAR EXPLORING NORTHERN TEMAUNTRO

## CRUGAR

Crugar populations are greatest in Temauntro, a vast, uncharted region far to the west of the Doben-al. Beware these western crugar: their words are twisted, their moods, sudden. Those of the eastern Temauntro coast are friendly, and hospitable to strangers. The eastern city of Chaln Imagri (pronounced Shawln Ih-maw-gree) is the only civilized center in all of the Temauntro lands.

Be wary of crugar, especially along the Doben-al. There the crugar are not to be trusted. They torment woffen, and all others they contact. It was one of their kind who took life from Iscin, the giver of life. Do not even trust their appearance; crugar may take the stance of the think-less cougar, and so hope to appear only wild, and not able to scheme. Those disguised among cougar can sometimes be spotted by their command over a pack. They mean to hide their true nature. They may not be known for what they are until they rise on two legs, or snarl a distinctive phrase in Chaun-tse.

An armed crugar may carry hooked swords. Some can launch dyshas of Desti. All will lash out with teeth and claws bared. They show no mercy once the carnage begins, and often toy with their prey.

Take care when communicating with crugar. To avoid arousing their wrath, bring your attention to their language. If you learned your Chaun-tse in Burdoth, you risk the perils of a poor accent, often taken by crugar as a sign of disrespect. Pronounce "ch" with the softer "sh" sound. Do not flinch or show fear; try always to stand your ground. Never beg for mercy, especially before there is need. Whiners mark themselves as targets that crugar enjoy tormenting.

Cause the crugar no reason to venge against you. They need little reason to fight, sometimes engaging weaker opponents for sport.

CORASTIN SOCIALIZING

## CORASTIN

Corastin are large and bulky. They are the body-guards, the construction workers, the laborers of Jorune. Their lack of sharp eyesight and hearing does not hinder them in their jobs — corastin are often used as intimidators.

On their own, corastin do not congregate in large settlements. Their pocket populations spread over Jorune. The areas in which they settle are territories to be treated with due respect; tribute or violence is the choice of trespassers.

In city-dwelling corastin, this territorial aggressiveness is somewhat curbed. Often, they enjoy the company of others, and will undertake travels with friends or paying clientele. Corastin need their privacy; it is unwise to subject them to extended social situations. Never take a corastin on an ocean voyage of more than half a day. It is generally recommended that even short trips confining in nature are not attempted. Foul weather or an unexpected turn of events can cause delay, and shorten the corastin's temper.

Corastin and bronth share the same abhorrence of slavery. It is wise to use tact and charming etiquette with corastin, even if you have hired one to cart your possessions around. One should not demean their labor, lest one end up as pulp dripping from the end of a powerful club.

Thriddle and corastin are well suited to each other. Thriddle are always unctuously polite in making extravagant requests, and thus corastin respond enthusiastically to tasks at hand, when treated and paid well.

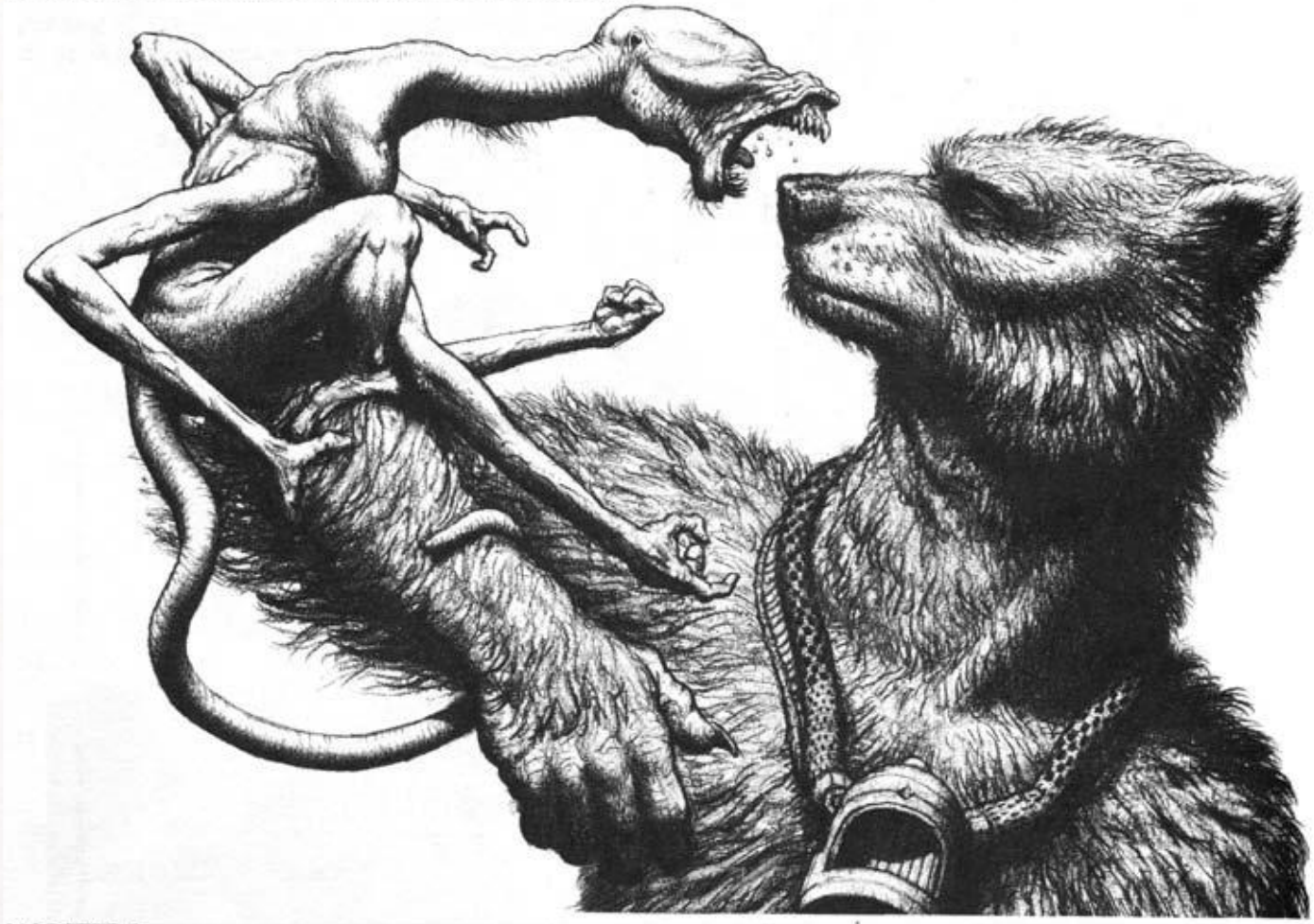
## BRONTH

Bronth are children of Iscin. They stand tall and proud. Boru, their language, is strong and somber. Boru is the perfect vehicle for the transcribing of historic events. Bronth honor the fine values instilled by Iscin, who found these children to be natural students of honor and chivalry, unlike one of his earlier creations.

Bronth are larger than humans, and even tower slightly over boccord. Regardless of height, those making the acquaintance of bronth are accorded the position of equals, until actions or attitude prove otherwise. Crugar and Ramian, however, are never offered the benefit of this doubt. In the beginning, after the murder of Iscin, crugar enslaved bronth. They have never been forgiven for this outrage, and the humiliation of slavery has not been forgotten.

Ramian are despised as the thorn in the side of Dobre, and it is Voligirian trade with Ardoth that causes the most friction between bronth and humans. Ramian trade with humans has been an unfortunate exchange: Ardoth seeks dalj, the fuel for intolerance; ramian covet the shirm-eh limilate, with which they are able to make war. Ramian with shirm-eh supplies have launched repeated attacks against the Bronth's realm of Dobre over the millennium.

The realm of Dobre and all of its splendor will be open to you. Bronth hold a seat on the Ardothian Council, and they respect tothis. Woffen are extended welcome in Dobre; they suffered the inhumanity of the crugar in the beginning, as well.



## WOFFEN

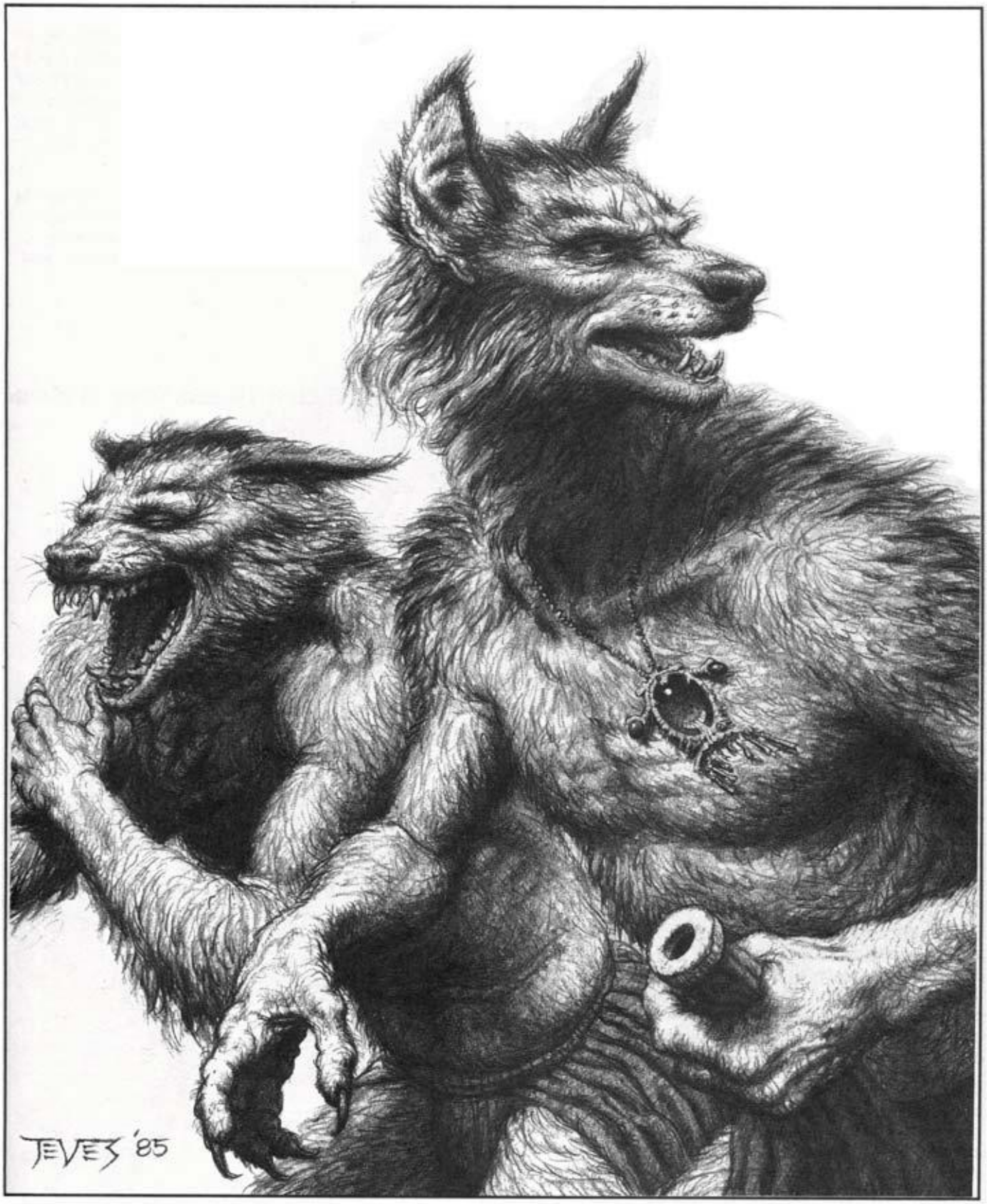
### The Bronth is Not Amused by His Pet Tarro's Violent Attempts to Frighten Him

Woffen are children of Iscin. Their bodies are covered with fur which increases their apparent size. The woffen senses are keen; their hearing and smell have been likened to Tra-sense in accuracy. There is a Woffen representative on the Ardothian Council. Their realm of Lundere lies far to the east, even further than the realm of Dobre. They are welcome in Burdoth, and many have chosen to make their shenters here. The Shen in Ardoth's neighborhood of Es'Wother is home to many Woffen.

The capital of the Woffen realm of Lundere is the port city of Yobreh. It is amongst Jorune's finest ports, but because Woffen are not well suited to ship travel, salu have become their partners on the seas.

Woffen take an interest in the affairs of muadra, though they are more inclined to spend time with Humans and Boccord. They respect Cajis for putting an end to the Ninindrue Plague Slaying of 2934. In that year, Muadra led by the hero Caji Gends saved thousands of woffen lives from the slaughter of crugar invaders. Woffen do not tolerate crugar, the tormentors of their race. Woffen also blame crugar for the death of the creator, Iscin; this murder forced the Iscin young upon the world without guidance.

Woffen enjoy indulgence in the pleasures of food and drink. Their stomeh and wholl make for long parties and howls of laughter in their wooden shenters. The "authew" are not dangerous, as they may appear. Although liquored beyond normal rationality, their tendencies are non-violent. The heavy drinking of stomeh is responsible for their unkempt appearance. The "wretched ones" usually keep to themselves.




WOFFEN: WALKING FROM A SHENTER

PORTRAIT OF A CROID

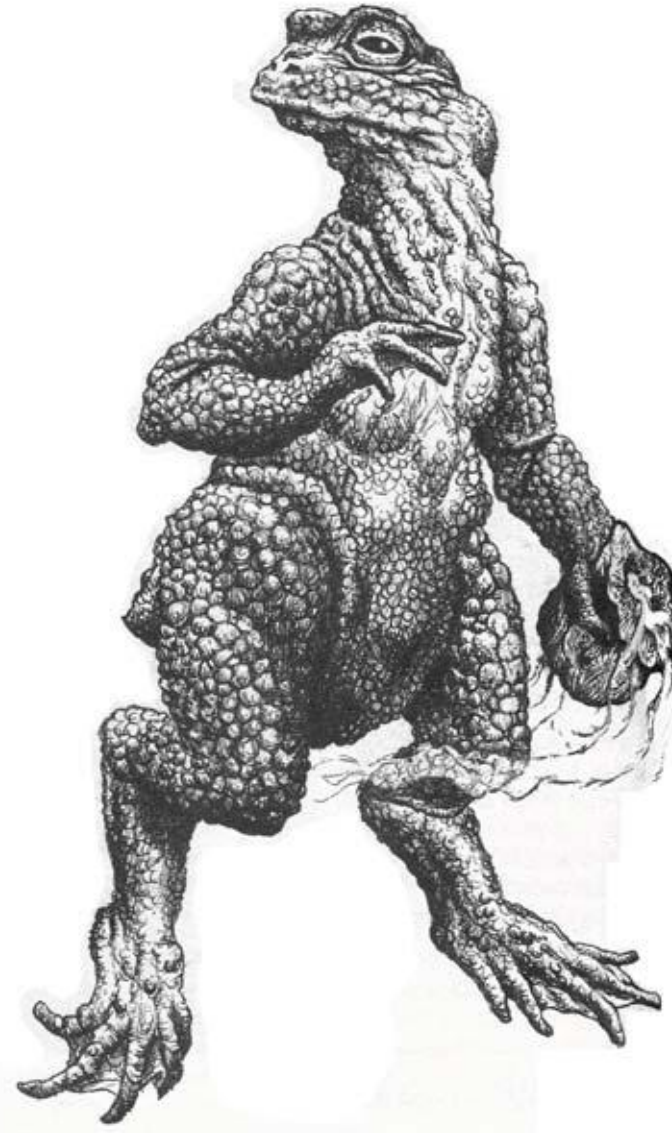
## BLOUNT

Blount are the First Children of Iscin. They are dwellers of the dark swamps. They have a language foreign to Entren, and human efforts to communicate with Blount are rarely effective.

The amphibious Blount nest in mud shelters. They avoid contact with strangers, and will often ignore those who wander into their territory. When privacy is desired, blount are able to quickly clear the area by releasing mathin, a limilate with an odor that non-blount cannot tolerate. Blount spend their days concocting mathin, and will occasionally sell it to traders familiar to them, seeking metal goods in exchange.

Blount travel is limited to the swampy environs. They will never be indigenous in other terrains. The few Blount who live in Ardoth are oddities. They are most often employed as shasts, serving drinks at illidges. By the end of their day they are in need a good soak.

BLOUNT TRAILING WHISPS OF MATHIN



## CROID

Croid can be either friend or foe. It depends upon the croid. Some are gruff and best left alone. Others actively seek employ, and are good travelling companions in the Wilds.

Croid are not as slow as they make themselves appear. Do not doubt their agility. Once they have lulled an opponent into a deadly sense of underestimation, they lash out with surprising speed and accuracy. They need no weapons, and usually carry nothing more than a makeshift club. The natural crudge armoring of the croid provides defense, and their bulk and strength carry them through their offense.

Their crudge armoring is both a blessing and a curse; it is quite useful in combat, but it reacts nightmarishly to cold. In frigid climates, under exposure to freeze dyshas, and when attacked by the cleash "cold capsules," the crudge grows rapidly to insulate the croid. This creates a powerful itching sensation. Because of this condition, croid prefer temperate climates, and can be found in the deserts and plains of Jorune.

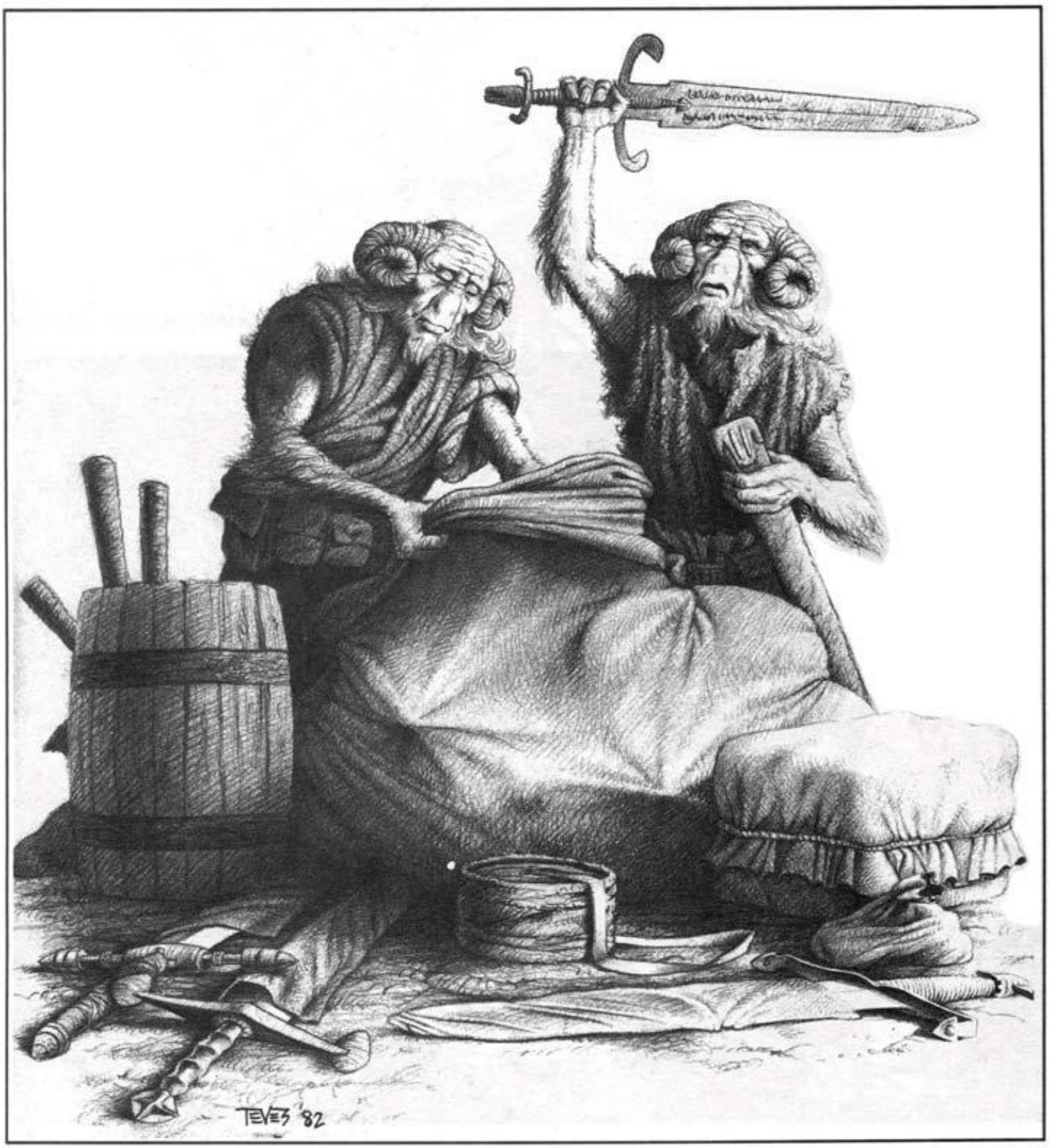
Croid and scragger enjoy a symbiotic relationship. Quickly growing crudge can become so thick that it restricts movement. Scragger are the answer. These ravenous scavengers latch onto the Croid, gorging themselves on crudge while cleaning their host. It is not uncommon for the scragger to attach themselves semi-permanently; if they become a nuisance, the croid can easily pluck them off and have a snack. Croid-eating scragger are not likely to seek new hosts when they are in such a comfortable position; beware the unattached scragger in search of a meal.

# THIVIN

Be not disrespectful, buy the goods of thivin, but watch your yules. Selling comes easily to the thivin; it is their trade. Thivin goods have value, but the price must be made to match.

Their artful mastery of language is applied to more than trade; they sing in their soft, melodic native tongue. The Thivin love of bargaining is equalled by their love of music. Thivin create and play instruments of many types, including dichandra stones, whosins, jampers, and tenter-shines. Thivin are the only race able to truly play the harmonious crystal-music-rods.

Thivin craftsmen are masters of wood-carving, jewelry making, and weaving. Only they can create fine gauthi rugs. Their paintings are highly valued. In Ardoth, exhibits of their works crowd many citadel streets.

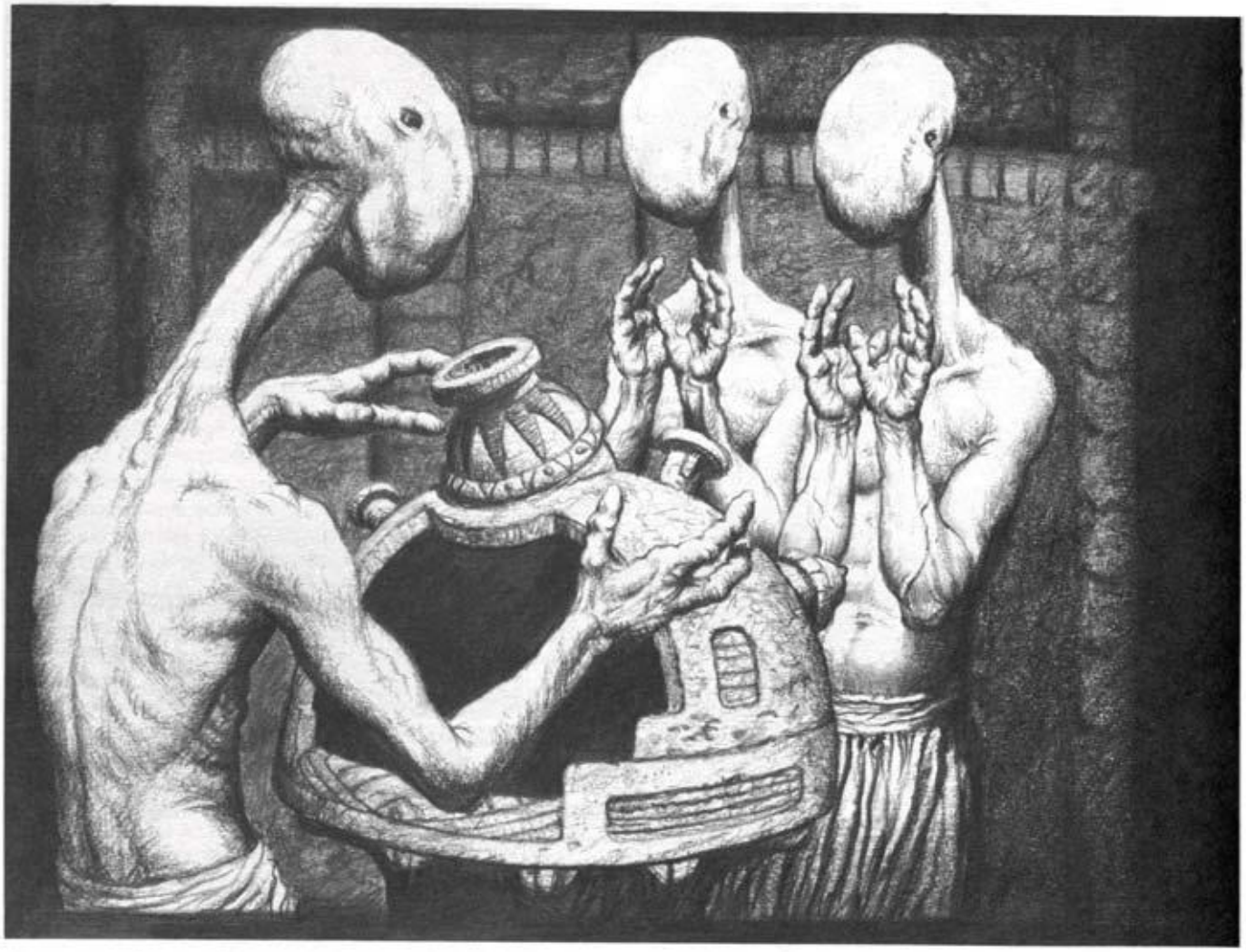



THIVIN TRADERS ASSESSING THEIR WARES

# SHANTHA

Shanthas are the ancients. Their language is too complex even for thriddle. At the time of the Human/Shanthic war, their culture was the highest the world has ever known. Now it is rare to encounter the shantha, except for the Ca-Tra, who trade their talents for shanthic artifacts. Respect the shanthas, for they possess the greatest talents of Isho sculpting known on Jorune.

SHANTHA WITH CLE-ESHTA



## SALU

Though the human-shaped salu must remain near water, this does not hinder their contact with humans. Some incleps in Burdoth are even equipped for salu travelers; they maintain salt-water "tanker bins" for their soaking pleasure.

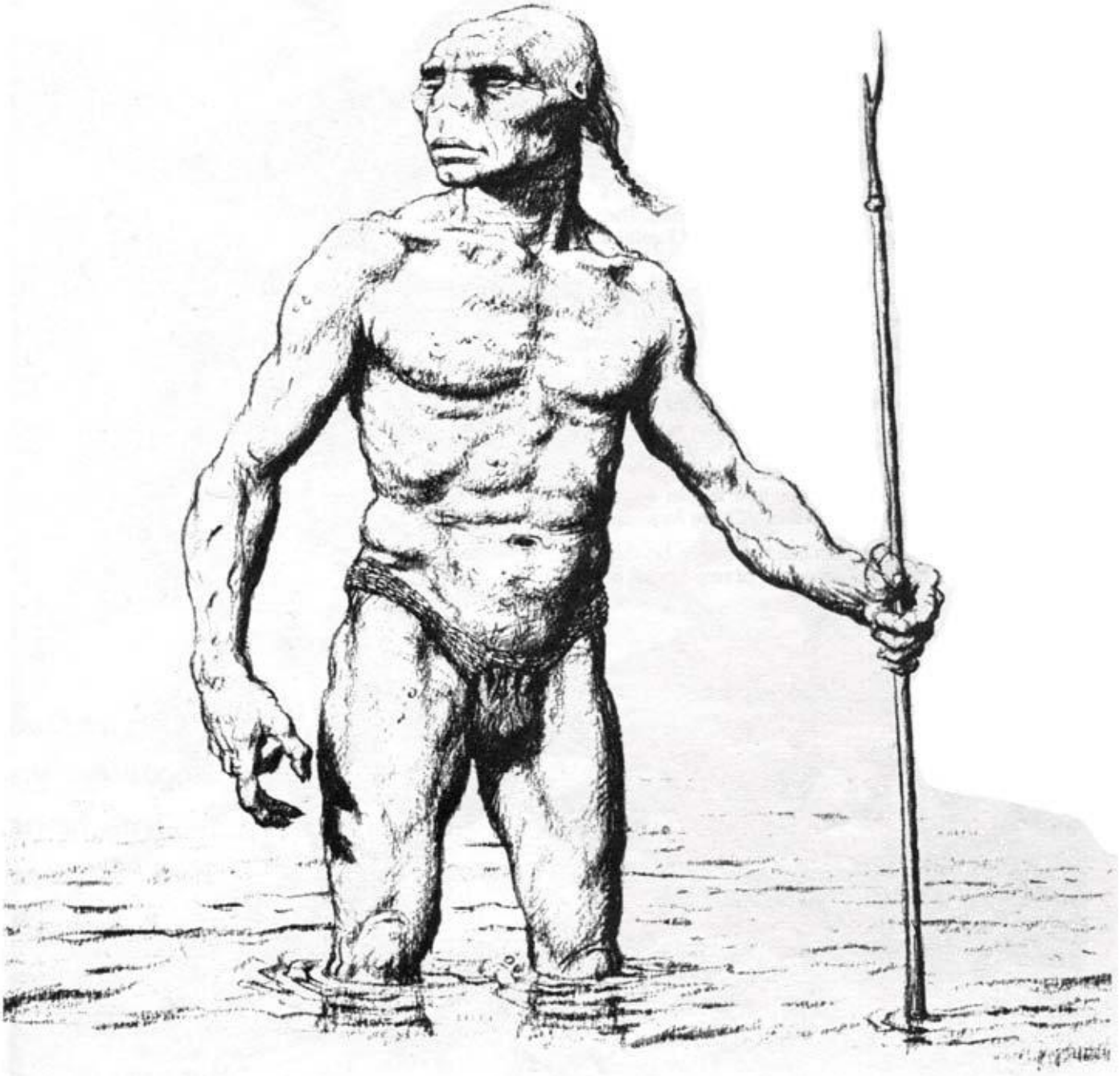
Salu build and navigate the salu chausis, the fastest sea-going vessels on Jorune. They are often for hire, and will usually carry passengers, even when on a mission. They work for the Woffen in the realm of Lundere, but in Burdoth, the two races have little contact.

## ACUBON

East of Khodre, beware the acubon. They live in the many lakes of the Dah'uh'dey region and do not appreciate intrusion. Elsewhere, the acubon can be safely approached. Some acubon will travel, but know this about them: they cannot stay from the water for long.

Acubon produce the beautiful, opaline coleel. They will often sell these gems (but never the secret of their creation).

Few Acubon learn Entren or interact with other races. Only the thriddle speak their language with enough grace to put Acubon at ease. Communication with others is largely through gesture. Even in this simple form, it is possible to insult the sensitive acubon. Once enraged, they attack with a fury.



SALU RETURNING EMPTY HANDED FROM THE HUNT

## RAMIAN

The ramian are Isho-less. They have no feeling for Jorune. Even the shantha's Tra-sense detects nothing but blackness in Ramian. Take note of the Ramian motto, "Rurvi Tchorco," or "Powerful Silence." Do not attempt to engage them in conversation. They have no time to chat, no time for questions. Only time for their own business.

Their tall, crusted bodies stand a full reach above Human height. The exterior of a Ramian is hard and crusty. Their bones cover their bodies. Beware their bolas, for with these weapons they will bring down their enemies.

Although rare, Ramian may be seen from time to time in Burdoth.

Most Ramian are to be feared. They are to be avoided. They mean you harm. Their home realm of Voligire is more than a month's journey by sea. Their purposes in Burdoth are not friendly. They are not welcome in your realm. Report the location of Ramian to patrols wherever you are.

Only the Chiven Rachu-eh can be trusted. They are civilized. Know them by the purple blemishes about their temples. These are the marks of one strong enough to suppress the rage of chiveer. Veins burst from the strain of this effort.

The chiveer Ramian are especially dangerous. Sharp bony stubs protrude from their jaws in time of chiveer. Fear this sign. If these "chivs" are seen, quietly leave the ramian, even if he is host, guide, or thought of as friend. The most evil of Ramian in chiveer will attempt to conceal their nature by staining their temples with berry juice in an attempt to disguise themselves as a Chiven Rachu-eh.

Without the shirm-eh limilate, Ramian heal very slowly. Let them not possess it. It is said that a Ramian unsure of recovery will not attack.

RILD AND CLAFE,
BLOOD BOILING WITH
CHIVEER PASSIONS
STRIKE OUT INTO THE
BLACK BOGS OF
VOLIGIRE, A
RELENTLESS,
UNTHINKING WALL OF
CARNAL AGGRESSION

TEVES '85

# Of Nilder, Giggit, and a Journey to the Trinnus

## *A True Story*

BUT DON'T THE DANGEROUS CLEASH INFEST THE EAST TRINNU JUNGLE LANDS?

*Once, some years ago, a young thriddle named Nilder Ho–Trid was summoned by his uncle, the Famous Salrough Gomo, Thriddle Seer of the North West Woodlands. Nilder was asked by his elder to fetch some giggit from the forbidding East Trinnu Jungle Lands. Young Nilder had heard the stories and had many questions to ask his uncle. Salrough patiently answered them all. Yes, the Cleash were a danger in the East Trinnus, and yes, the journey would be a long one, and yes, the Cleash have been known to eat the eye–stalks off a Thriddle. Questions answered, Salrough Gomo sent little Nilder on his way, the youngster's trid–nodes quivering as he boarded the schooner for the first leg of his journey.*

NOW YOU DIE, THRIDDLE FOOL!

*The search in the East Trinnus was arduous for a little thriddle. He was bitten by granthix and lirgin beetles, and was forced to drink the filthy waters of the still ponds. Worse was the chattering of scragger, which he could hear at night, and the oppressive heat that prevented any sleep. He searched for five days before finding a fresh giggit patch. But his delight turned to horror as he heard the loud clicking–creeping sound that thriddle children imitate to scare each other. It was the sound of the dreaded Cleash.*

*And they were big ones. Nilder turned and faced the Cleash, dropping his giggit basket as he met the nearest creature's evil*

CROID GOES INTO ACTION

*gaze. His study of the Cleash language brought him closer to panic. Understanding the crunchy, clicky speech of these creatures left him certain that his fate was close at hand. He knew better, but he pleaded for his life with the enormous, talking bug. The Cleash drew near. Nilder was about to close his eyes for the last time when a large shape crashed through the ranks of Cleash. It was an enormous Croid, accompanied by a blaster–toting Human and a Muadra orb weaver. The Croid tore the closest Cleash apart limb from limb, and the Human and Muadra blasted away at the rest with dyshas and blaster fire.*

*Nilder's saviors were two Ardothians and a Croid in their employ. The Muadra's name was Delsha Dur'Erris. The Croid was Urgith, and the Human, Danthro Krose. Dur'Erris perished in Mullin '89 from old age. The Croid gave his life in Crith '72, fighting ramian at the side of Bronth forces. And Danthro Krose, then a travelling tauther, is now a respected Burdothian Drenn. Danthro's tothis was so distinguished that even Salrough Gomo himself travelled to Ardoth to inscribe his copra, and Drenn Danthro was selected to prepare notes for adventuring tauther (The Wilds of Jorune), included in a later section of the Tauther Guide.*

SAFE AT LAST

# The Realms of Jorune

*by Woltha Rark*

Welcome, tauther. I am glad to share my words with you. The company of tauther is a good thing. I am always uplifted to see the sparkling eyes of adventurers young and old. The process of tothis is to be respected. It is as important as attaining the goal of Drenn. It is also a time to be enjoyed.

My nest is now in Ardoth, and I am proud to call myself a Woffen-Drenn of Burdoth. My home realm is Lundere; I left a good nest there to see the world. I miss many things about Lundere. The woffen there really know how to play. In Ardoth I must always hold back. I don't want to hurt anyone with my rough housing. I do not mind missing Lundere. All parts of the world have something of their own to offer. My travels have filled me with satisfaction.

I learned my Entren in a south Dobren battle school. It was worth much effort, as I now can communicate throughout the vast realm of Burdoth. It is important to talk to those you encounter in new lands. If you feel troubled in a new place, look first for thriddle. They always have much to say about all places, even if they have not been. I often travel with my human friend, Darsen McClure. It takes much courage to wander far in a realm without the comfort of a friend. Some lands offer no welcome.

## BURDOTH

A most impressive realm. This "Realm of Man" is the home to many races. Ardoth, capital of Burdoth, is the most integrated and progressive city on the planet. Most of the Earth-Tec known to exist rests in the Dharsage Armories and laboratories here. The Earth-Tec arsenal has been the source of much strength for Khodre Dhardrenn, leader of Burdoth. It has not been used in a concerted military effort since the Accord of Klein-Khodre, signed almost fifty years ago by his father, Khodre Allonkarb. Burdoth's well-trained army protects the four provinces that fall within its borders: Ardis, Lusail, Gauss, and the Sobayid.

### Ardis

The province of Ardis boasts more than just the capital city of Ardoth. Ardis spans the Isho-stormy Glounda Forest, where the Warp-Walker appeared in the 'Flash of '75. Some stories say that it still lurks in the Forest. The area called Essanja borders the sea. This land has a strong smell, tinged with nastiness. The people here are not healthy, happy or friendly. The ground of Essanja burns like fire to the touch. The mountains make it an arduous destination, and the unwholesomeness of the place drains much of the energy needed for the journey back out. But leave you will, if you value the quality of your life. It is a relief, by comparison, to travel to Sychill in northern Ardis, a large city filled with life. I like to breathe deeply in Sychill, to catch the whiffs of dead fish and brewed rusper that fill the air. Very enticing. But some of the freshest fish caught here are poisonous. The calmra white wine is a natural antidote to the toxins of the fish, so many a meal here becomes a jolly one. The months of Crith are cold in Sychill, but there are some warm illidges if you can pay the yules.

### Lusail

The people of Sydra feud with the people of Lelligire. Their complaints with each other span the years. I have found it best to take no sides in their squabbles. Lusail is renown as the producer of the finest fabric in Burdoth, the Cushindell Silk, harvested from the silk-moths in the Cushindell Marshes and woven with pride in Lelligire. The first time I visited Lusail, I hoped to outfit myself in silks. I carried out a skimpy (but brilliant) silken loin cloth, and faced the return trip to Ardoth without even the funds for rusper with my meals. And while the cloth was too good for traveling, it was too showy for proper Ardothian dress. I sent it back to my family in Lundere as a curio. My nieces and nephews have probably torn it to shreds in their play.

Lusail is thick with Incupod patches. Be careful making camp in the marshes and fields. There is no way of telling what is ready to spring from wild pods. All recos smell alike. I once was wakened from blissful sleep by a vicious chomper bite to my left ear. This woke me hard. Hopping and howling, I banged into other pods. So many opened that I had to abandon my camp. Now I throw vicious recos a pawful of "cankle." To them, it's candy. They look for the cankle, not for me.

### Gauss

My pilgrimage to the Gauss Valley was the first trip I made from my family home. I travelled in the company of my father and sister. This was my Father's fourth trip to the valley where Iscin, Giver of Life, the Bio-Tec scientist of the Earth colony, had conceived His Children. My Father waited patiently since our litter for my sister and me to grow old enough to make this journey with him. All through childhood we had been tantalized by the wonders of Iscin's lab site. The mood there was, and still is, very joyous. It is a constant reunion of the Children of Iscin. Woffen, bronth, and blount come together to pay respects, and howl and frolic as brothers. The first tologra to return in thousands of years will be escorted here soon by Dharsage ambassadors. On occasion, crugar will approach the site, but generally the peacefulness of this spot in the Gauss Valley, marked by the remains of the original Colony Site, is unbroken.

There is field after field of durlig in the Gauss Valley. The air everywhere is thick with the pungent smell of rotting plant flesh. The thivin come to the valley shenters to play shambo and mayoo. Thriddle sometimes come down from the mountains for the games. The largest Iscin schools are in the Valley. The spirit here is very good, but the eating is bad. It is all durlig, very little meat. Though durlig is a gift from Iscin to keep us healthy and strong, It is still difficult to swallow. Few travelers have enough yules to eat meat in Gauss.

The thriddle here live in the city of Cosahmi. They grow coditch and study very hard. They are friendly and take time for strangers, especially when they get the chance to ask their questions. Try to be patient, and answer what they ask. Don't bother looking for meat here; coditch is more plentiful than durlig in Cosahmi. There is nothing to drink here but water.

TEMBUNTRO
DRIL
THE DOBEN-AL
DOBRE
Lundene
VOLGA
ICE FIELDS of GILTHRAW

### The Sobayid

The Sobayid is dry and hot. There are many small cities here, but very little shade. Joble is a fun town for games and drinking rusper. The Jungle runners, called "jers," live in Miedrinth. They brave the dangers of the East Trinnus, for a price. The things they carry out of the Jungle lands have much value. Crystals, limilates, giggit, and cleash are found in the Jungle.

## OTHER REALMS

### HERIDOTH

A legacy of conflict has left Heridoth in chaos. Travel here is not very safe. Heridoth is settled by humans, but they are not like my friends in Burdoth. They are cold and greedy. Their cities were burned in the Energy Weapons War, and the people are still unhappy. The beautiful port of Dowsen is my Heridothian city of choice. There is still some racism towards woffen from the Energy Weapons War, but it's hard to find a place in Heridoth that does not harbor a grudge for something. The prejudice has diminished over the last decade; woffen and bronth tourism brings badly needed income to Dowsen. In my travels through Heridoth I have seen Skyrealms floating through the valleys. Most of the Heridothian Skyrealms are inhabited.

### Ros Crendor

Ros Crendor is the realm of boccord. They live all across this land in small bands. These boccord make the famous long-bows made from brynk hardwood. The Crendorian boccord have often been at odds with Burdoth. Unaccompanied strangers are not welcome in Ros Crendor. I have been escorted out three times. I plan to return.

### THE DOBEN-AL

The Doben-al is not a realm. It is a large plain that connects Burdoth to Temauntro. This corrupt and sinister place is covered with crugar, the killers of Iscin. The Doben-al is no place to be. Shanthas will not cross it. Under the best of circumstances, it is too hot for comfort. The infamous Isho storms of the Doben-al are said to compare to those of the Glounda Forest. The unstable ground often shakes here. Do not attempt to pass this plain without good reason.

Far on the east edge of the Doben-al, near Burdoth, is a cloistered village of muadra. Unescorted visitors are at serious risk in this area. Rumor in Burdoth refers to this settlement as a "dysha training center," a threat to Realm security. The muadra here, rumored to be among the most powerful on Jorune, call themselves the "Seytras."

### NORTH AND SOUTH KHODRE

Saress Khodre, sister to Khodre Dhardrenn, rules these realms. Burdoth and the Khodre realms cooperate, but are separate. There is much lawlessness in the Khodres; it is a rough land of mineral and crystal mining. The crystals prices are good in the city of Carissey, but there are many crugar in the area. If you stay long enough, you'll end up in a fight. This is an uncivilized area. Biting in street fights goes unchecked, as does weapon use. If you get killed in the fighting here, no one will even bother to call it "murder." Lake Dau-uh-deh is not a gentle place, either. It is here that the acubon live. They produce the costly and beautiful coleel gems. Acubon do not understand much Entren, and they anger quickly. They do not like furry creatures. Woffen and humans that trade with acubon shave their bodies.

### TEMAUNTRO

This is the crugar realm. I went to Temauntro when I was a tauther to prove a woffen could cross the land. With Tharsen McClure, my closest human friend, I travelled by the Imish River that curves through the realm; I wished to leave no track. There were crugar at every stop. I was disguised as an ugly human, and wrapped in blankets. My fur was shaved. Tharsen told the crugar we needed help up the river. He kept the crugar from me. We put together a sizable collection of crystals and limilates as we wound through the realm. We made it far west, to the city of Chaln Imagri. They say it is the best of the crugar cities. Full of growls. I had rubbed my bare skin with river mud, and the crugar could not smell me. Their stench was strong. When my growl would come, I coughed or drank. The human that accompanied me, Tharsen McClure, was later rewarded by the realm of Burdoth for his bravery in guiding me on such a journey. Word of the accomplishment reached Iscin Namily Karsen, who studies woffen-crugar relations in Ardoth. She went to the citadel to place her mark on Tharsen's challisk. It is next to my own.

### JASP

This is a human realm. There are no woffen here; there are no other races at all, in any numbers. Jasp is an icy, cold place. Jaspian drinks are pale and tasteless. The people have light skin. The buildings here are nothing like the cozy shenters of Lundere; they are smooth, tall, and offer no comfort. Even the scent of Jasp has no texture. It is always the same, faint and almost tasteless. But Jasp is hauntingly beautiful in its own, hollow way. In the capital city of Aylon, I saw the launch of a Jaspian crystal schooner. It rose like a Skyrealm, and slowly hooked into the Isho current that it followed out to sea. I left Jasp on such a schooner. The flight was very smooth.

### DELSHA

This island is covered by incupods. Talmaron and corondon are common here. Shanthas are seen there with regularity. I was lucky enough to meet one when I was there. He spoke Entren with me. I wove a power-hold on Tharsen, and the shantha gave me a crystal. I carry it with me always. Although it was a long journey, Delsha was worth the trip. Humans must carry their own food and drink, or bring much hilc to help them digest the shrubs. I saw no durlig on Delsha.

### DRAIL

This mountainous realm is the home of trarch. They seem to like woffen. I howled and they howled. I scratched the ground, and they scratched their bodies. I gave a trarch a pibber, and we both ate. The trarch villages are not large. I saw ancient shanthic statues in the villages I visited. They were adorned with inset crystals. I was not allowed to touch these statues. They were surrounded by trarch guards.

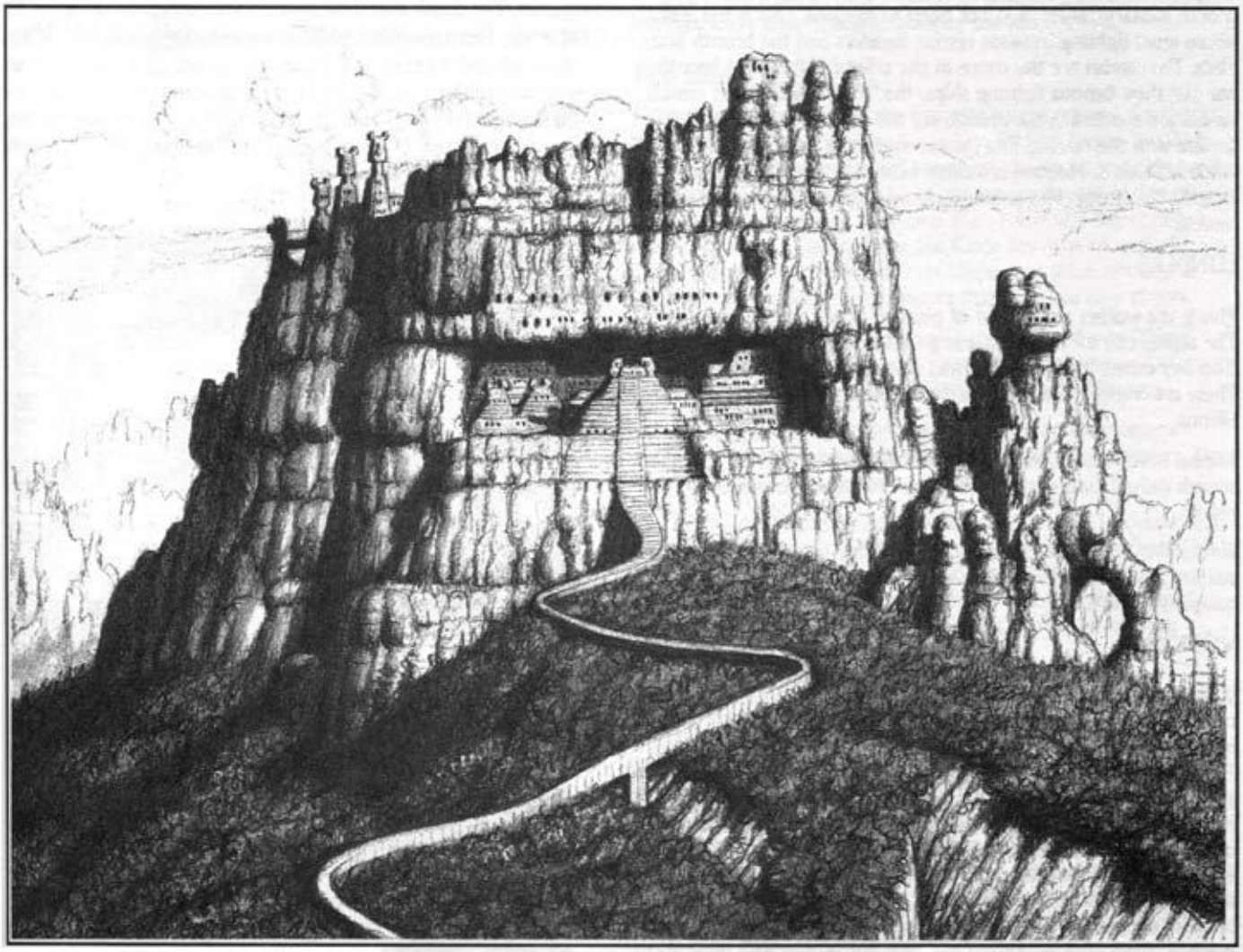
Corondon and mandare abound in Drail. I saw many dreglamon, and was hit in the head by a seed. Wear a hat in Drail and sleep with a cover.

## TAN-IRICID, MOUNTAIN CROWN

The Mountain Crown at Tan Iricid is the focus of thriddle culture. The thriddle are very friendly here. I was invited there the first time by Kirra Ho-Trid. He sent me a giddyne, which is the pass used for entry into the Mountain Crown. There is an enormous library here, with cataloged books, paintings, scrolls, keeper rods, sarceens, and other types of stored information. I was invited to read all I wanted. There were hundreds of thriddle carrying all sorts of things skittering through the stone passageways day and night. The activity never slowed. The buildings here are huge, cut into the side of the mountain. The thriddle are such small creatures. The ceilings stand 10 times as tall as they do. My questions about the cavernous structure were not answered. A howl echoes in the Mountain Crown library for a long time.

## EAST AND WEST TRINNU JUNGLE LANDS

These lands are full of scragger, cleash, giggit, and the acidic glispeen trees. Do not cross the Trinnus if you can find another way. Many who enter are never seen again. If you must enter the jungles, hire a jer to guide you. I have crossed the jungle, and it is a bitter drink. The lirgin beetle and granthix bite at night. Scragger teeth chatter loudly. The air smells of many things, so many that it makes the senses whirl. The jungle is best when recalled later, as good talk for a shenter.



*An awe-inspiring view of Tan Iricid, the Mountain Crown, thriddle stronghold and home to Salrough Gomo and his library of the ages*

## THANTIER

Only pure strain humans live in Thantier. Thantierians are not friendly to visitors. Their lands are densely forested, and their castles are heavily defended. Cleash once attacked these lands; the people here act like they are still at war. They like non-humans even less than they like muadra and boccord. They refer to all other races as "thone." This word has an insulting sound. I passed through Thantier as quickly as I could.

## ANASAN

Anasan is a woffen realm second to Lundere. Anasan is shared with the human races. The land is hot, but the soil is rich and fertile. Rhodu is a large port city in Anasan. The shenters of Rhodu always extend a warm welcome to humans. Other travelers, with the exception of crugar, are also welcome. The Stomeh and Wholl of Rhodu ranks with the best in Lundere.

In the forest of Anasan, very close to the East Trinnu Jungle Lands,

stands a stable warp. It maps to the realm of Lundere. Woffen use this warp to pass between their lands. Some non-woffen are allowed to pass, but only a woffen can take them to the warp. Crystals are not allowed through. Muadra must kern before entering.

## DOBRE

Dobre is the realm of bronth. They are the brothers of woffen, Children of Iscin. Bronth and woffen share a love of good drink. Dobre borders the woffen realm of Lundere on the east. The biggest bronth city is Tlon. My bronth friends tell me that humans are again welcome in Dobre. The anger from the Energy Weapons War war has finally faded. The bronth are most accepting of guests who do not scrub too much. They offer more trust to those with an odor they can recognize.

On the coast of Dobre is a smaller realm called Crendor; it is a bronth military center. It is not open to humans. This is the area where most fighting between ramian invaders and the bronth takes place. The ramian are the thorn in the side of Dobre, and bronth war out their famous fighting ships, the "loo-raums," when ramian vessels are spotted. Some bronth say the humans trade shirm-eh limilate with the ramian. The ramian need it to heal, and will not battle without it. Humans are often blamed openly for the ramian attacks. This smells like an empty bowl.Humans do not deal with ramian.

## LUNDERE

This is the woffen realm, land of pleasant howls and sweet smells. The capital city of Yobreh is a large port city with more shenters than any other. Many salu live and work in Yobreh as ship builders. These are friendly salu, not like those found in the seas near Sillipus.

Ramian never enter Lundere. Woffen are always ready to help the bronth defend Dobre when the ramian invaders come to their realm.

Lundere covers much of the ancient shanthic lands. Many shanthas still live here. They communicate with woffen, but shun the company of humans.

## VOLIGIRE

Voligire is the realm of ramian. Their largest city is Vinteer. It is rare to see a creature here who is not a ramian. Their odor is like bones that have dried in the wind. Unless the ramian is in chiveer. The scent of a chiveer ramian is a powerful warning sign. A woffen in Ardoth once uncovered a chiveer ramian who had disguised himself as a chiven rachu-eh. The chiveer ramian are very dangerous; they can be unpredictably frantic with evil. Their own cities expel them until the chiveer is over. I have traveled to Voligire several times with Tharsen McClure. The black bogs of Voligire can be more dangerous than the ramian themselves, if you have no guide.

## SHARDEN

At the far eastern tip of Voligire is the realm of the Tologra. We call them the Lost children of Iscin. Until a few years ago, they were only a legend. Since they sailed into the port of Ardoth, both woffen and bronth have celebrated the reunion with our lost brothers. The tologra knew of our common history only in their most ancient lore, and have only now begun to embrace us as brethren. They look like crugar but are a different kind of cat. They stand taller and are more powerful. Sharden is a rocky realm with high plateaus. It is beautiful but very windy. The ocean around Sharden is very hard for ships to cross.

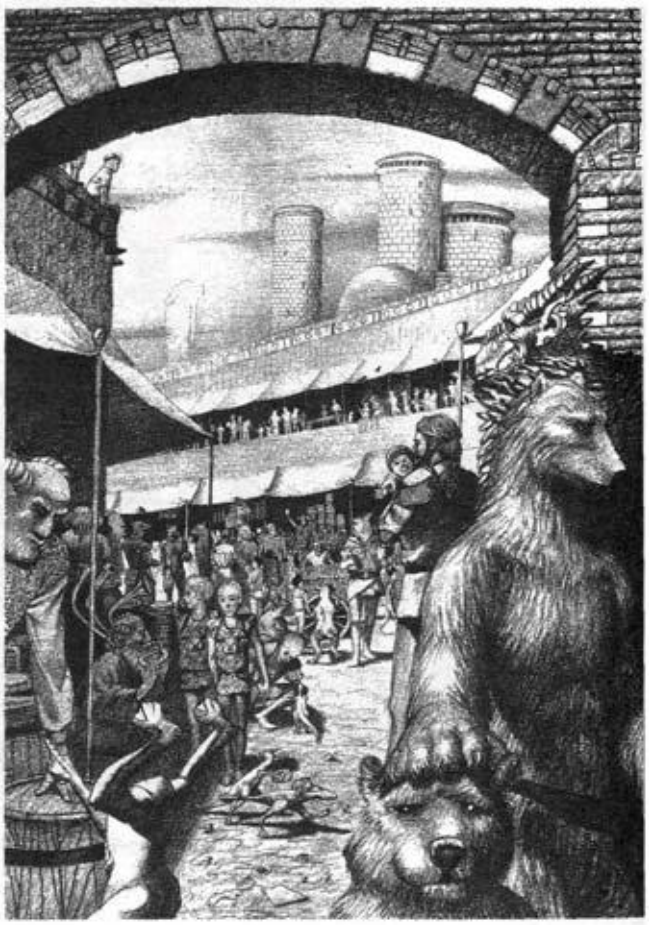
I traveled to Sharden two years ago to spend time with tologra. They play hard and fight hard, but not to kill. This is also the way of the woffen.

## SILLIPUS

This island is a den of smugglers and thieves. Many ramian ships fill the port of Sillipus This is a very bad place for tauther to journey. Travel to Sillipus can hurt chances of achieving drennship.

## ICE FIELDS OF GILTHAW

This is the home of cleash. They seem very organized, but no one knows what they do with their time. Cleash are overtly hostile, and attack those who enter their realm of icy tundra with their deadly capsules. The cleash boil their own crystalline eggs to use as currency. There are many vodra and white mandare in the Gilthaw.



*The Ardothian Bazaar*

# The City of Ardoth

## *by Drenn Appolinario Vivit*

For those of you who are new to the city, welcome to Ardoth. I've lived here all my life. The city's layout takes some time to get used to, but I'll steer you to the best Ardoth has to offer.

Ardoth is located along the south-easterly coast of the realm, near the border with Heridoth. The city overlooks Ardoth Bay on the east and a view of the Glounda Forest on the west. North is the road to Monerey, Essanja, and Sychill. South are the fields and the roads to Miedrinth and Heridoth.

Ardoth is mainly populated by humans, but you can find any of the races here. There are many muadra and boccord. For those of you new to this realm, muadra are a little smaller than human, but they can weave orbs and bolts. Boccord are larger than humans and they are very good at reading the energy of creatures. They're great at taming animals.

Ardoth has many kerning bays. They are the only places for the muadra to weave their orbs and bolts. If muadra weave "Dyshas" (orbs and bolts of Isho) outside the kerning bay, daijic will come and arrest them. You've got to have a permit to use dyshas outside the bays. The kerning bays are a great place to watch muadra practicing their orbs and bolts, but retain a respectful distance.

### The Citadel

"Cryshell" is Ardoth's magnificent citadel. Within its walls are the Dharsage Palace, the Ardothian Council, the Ardothian Bazaar, and the hall of Drenn. You received your copy of the Tauther Guide in the Hall of Drenn.

You're not allowed in the citadel without being checked over by the guards. Muadra must rid themselves of their energy, called "Isho," before entering. The closest kerning bay to the Cryshell Citadel is in the upper end of the Manser Strip.

### The Old City District

The neighborhood of Northside is low class and has beagre problems. Nearby are the really nice neighborhoods of Leish. You can't walk around looking scruffy here. The yords will escort you right out. The neighborhood of Thanes is more relaxed. It's middle-class and has several shenters. My woffen friends are familiar with all of them. Manser is the shopping district. Stop by Susie's Tauther Shop for your Tauther needs and have a drink at the Bep Clep. There's a financial center and lots of restaurants in Ald. The Sobrinth Neighborhood is mainly residential, but against the citadel wall is the Shen, an area set aside for thriddle and their buildings. This area was built up in 3475, when the thriddle were readmitted to Ardoth, during the Warp Flash. The neighborhood of Nemain is rich with artisans and many muadra. It is close to both the Bazaar and the Open Isho area where dyshas can be used legally.

### The Shandane District

The main city entrance, called Westgate, is in Shandane. When you pass through Westgate, it is not unusual to have a friendly yord walk right up and ask you if there's anything you need, and then escort you to the proper clep. Local kims instruct the yords to do this to encourage shopping in their neighborhood.

The Clavis neighborhood has many restaurants, schools and residences. Beware the "binkers hamn," is offered to newcomers. Woe to those who order it. You'll be coughing it up for weeks.

Arkin has had great food bargains since the thivin have been competing with the humans here. Stop by Thodi's Bryitt Palace and get the "bryitt-yule deal." Visit the Danstead Society's headquarters. They facilitate realm travel and have regular social gatherings of explorers and diplomats. Scrub your challisk clean before entering.

Es'Wother is a neighborhood of woffen. They live an area of buildings called the "Shen." This is a separate shen from the one that the thriddle live in. The old banks of the Cryshell River are called the "Pools." It is there that the neighborhood sponsors mini-bazaars every so often. Picnics and games are common at the Pools. Within the T'Lane neighborhood is the Open Isho area where muadra come from all over Ardoth to practice their dyshas in a less restrictive area. This area goes by the name Laysis.

### The Siders District

This part of town contains the Portgate neighborhood, Southport, the Fisherman's quarters, the Klade Bay, Oiders, Dryce, the Dich, and the Stocks. The port areas are where the docks and ship berths are located. The Fisherman's Quarters are on the other side of the city's wall, but they have their own pier. The Klade Bay contains most of the city's klades. Enter the Klade Bay at your own risk. There are members of the githerin klades that think nothing of emptying the pockets of trespassers that look like easy targets.

There are some old feuds going on between families in Oiders. Don't get involved. There are also some scarmis living in Oiders. If you don't have a personal introduction, keep your distance.

Dryce is a large, unimpressive part of town. There are several interesting kerning bays here, along with a few good shenters, but they're not worth the walk.

The Dich should not be missed. This neighborhood is located just outside the city's walls and houses a small thivin craft village. This is like another world. The crafts of the thivin don't include many necessities, but even if you don't plan to part with any yules, the trip to watch a gauthi-rug being woven is worth the journey.

### The Southside District

This entire area is an extension built onto the city in 3445, after the Energy Weapons War. It is a large, sprawling clutter of mostly muadra and boccord lodgings. A mix of other races, including humans, also inhabit Southside. Many muadra resent the feeling that they belong in Southside, not in mainstream Ardoth. The yordigs are not enforced very strongly here, so watch your step. There are several illidges that I recommend, but only for those with street smarts. The Iscin Bio-tec master Daclish LeCure can sometimes be found hanging out in the Shambo Shenter (a shenter is a woffen-run illidge, modeled after the traditional huts found in Lundere). Hand over your weapons to the corastin guard in the ante-room or prepare to get bonked on the head.

*Talmaron and Rider take to the Skies*

# The Wilds of Jorune

*by Danthro Krose*

*We are privileged that Drenn Danthro Krose has consented to share the wisdom of his experiences as an adventurer. Listen well to his words; it is likely that many tauther will discover some of the same natural wonders as this great Drenn, whose tothis has been the inspiration for many. The Dharsage Government wishes to point out that Danthro's comments are his own and do not necessarily reflect the political sentiment of the Realm of Burdoth.*

## THOSE YOU MIGHT NOT WANT TO MEET

The life out there will destroy you, eat you alive. If you want to live through the jungles, the swamps, the deserts, the forests... be sharp! Wasto will slice you to shreds, spirrics and scragger will take chunks out of you the size of durlig loaves. Camp in places you can defend. Share the watch shifts. Don't travel with other tauther if they've got no common sense. They'll end up on the end of a thailier, and likely you'll go with 'em. My job here is to give you some helpful hints that will help you make it to Drenn. May my words come in handy!

Here are some of the creatures I've seen out of doors:

### Wasto

They usually call these things "scrade." I say "wasto." These crusty forest bugs are Muadra sized. Their sherrids (sharp arms) will cut you down faster than a sword. Wasto might burst through the forest duff at any time — they live in underground burrows. The thriddle usually know where wasto are. I'm not sure how, but take a thriddle along if you're worried about wasto. They'll usually mark off wasto sites where they find them. Look for sticks in the ground.

When killing wasto, try to crush their shells. Use a club. Don't eat their pasty mulch innards. Only croid and corastin can eat this rot. Cut off their sherrids and take them with you; some places will pay bounty for them.

### Mandare

Never, never, never end up as a mandare meal. Learn to recognize their tracks, and you'll have an easy time avoiding them. They cut long troughs into the ground. Look at the goo they leave in their tracks, and you can tell how fresh they are. If the goo's still green, the mandare's near by. Now you know the sign. But if you do come up against one of these rolling walls of meat, run like a beagre on fire. They look slow, but they build up some speed when they get their bellies flopping. Their necks are even longer than you think, when they're reaching for you. Their roar can shatter your ears — really. It's not popular to say this, but you might think about keeping a pibber in your pocket if you're crossing mandare lands. Tossing a pet to a hungry mandare is better than satisfying his hunger yourself.

If you somehow kill a mandare, slice the thing up. You'll find all the stuff it couldn't digest buried inside it. You might not find anything if the mandare has flushed its pouch out. Don't forget to wash your hands after wading through that kind of stuff, unless you're looking for a dose of "mandare malaise."

### Dhar Corondon

Corondon are walking arsenals of thailiers, teeth, and lightning blast. Large ones are called Dhar Corondon. They get as tall as trees. Get away from any kind of corondon. None are easily fought.

This creature's long nails are called thailiers. Each of their four arms has three of them. Shanthic blades are made out of these claws.

In the unlikely event that you kill a corondon, cut off the thailiers, and slice open its chest. The chest plate beneath is what thailierian armor is made of. If you can get these parts to armor smiths fast, they can be used for shanthic blades and armor.

### Wolves

Wolves are not just small, stupid woffen. Not by a long shot. They're vicious. They're four legged, and they travel in packs. One by one they're easy to kill, but in big groups, its a different story. Don't slander wolves when you're around Woffen. I found out the hard way. You can hear wolves' howling from quite a distance.

### Cougars

Cougars sometimes look like the smart cats, Crugar, on all fours. Cougars are different, though. They can't talk. They're just animals. Get them when they're still far away from you, cause once they get in close, their claws and teeth can rip you up. They're mostly a danger on the plains in Temauntro, but keep a suspicious edge when traveling the Doben-al.

### Tarro

Tarro make a hell out of traveling dark forests and jungles. There are lots of different kinds, but they can all screetch. Tarro have a habit of grabbing what they can. Wild tarro hang from trees overlooking rivers and roads. They're so fast at grabbing that you're best bet is to scare them off before they start poking around. They hate the sound of yawning. It's too close to the growl of the sirra-sloth, their ancestral enemy. Jingly sounds attract them. Don't count your yules when tarro might be around.

When tarro arrive, let them know who's boss. Blast 'em with everything you've got, cause an injured tarro's bound to screetch. Anyway, their meat's tasty. The live ones are even cute. But if you want a pet, get a pibber at the Ardothian Bazaar. Leave the tarro to the bronth; even they toss the food over at feeding time.

## Pibber

Furry and forgettable, except when thisting. Leave them at home unless you're passing through mandare or corondon lands. Tauther should note: don't impose a burden upon your party. Leave your pets at home unless they're invited.

## Farg

These swamp beasts eat anything and they're always fast and hungry. It's said that they travel in packs some times. I don't believe it. Stay alert in the swamps and you won't end up as a farg's crackly snack.

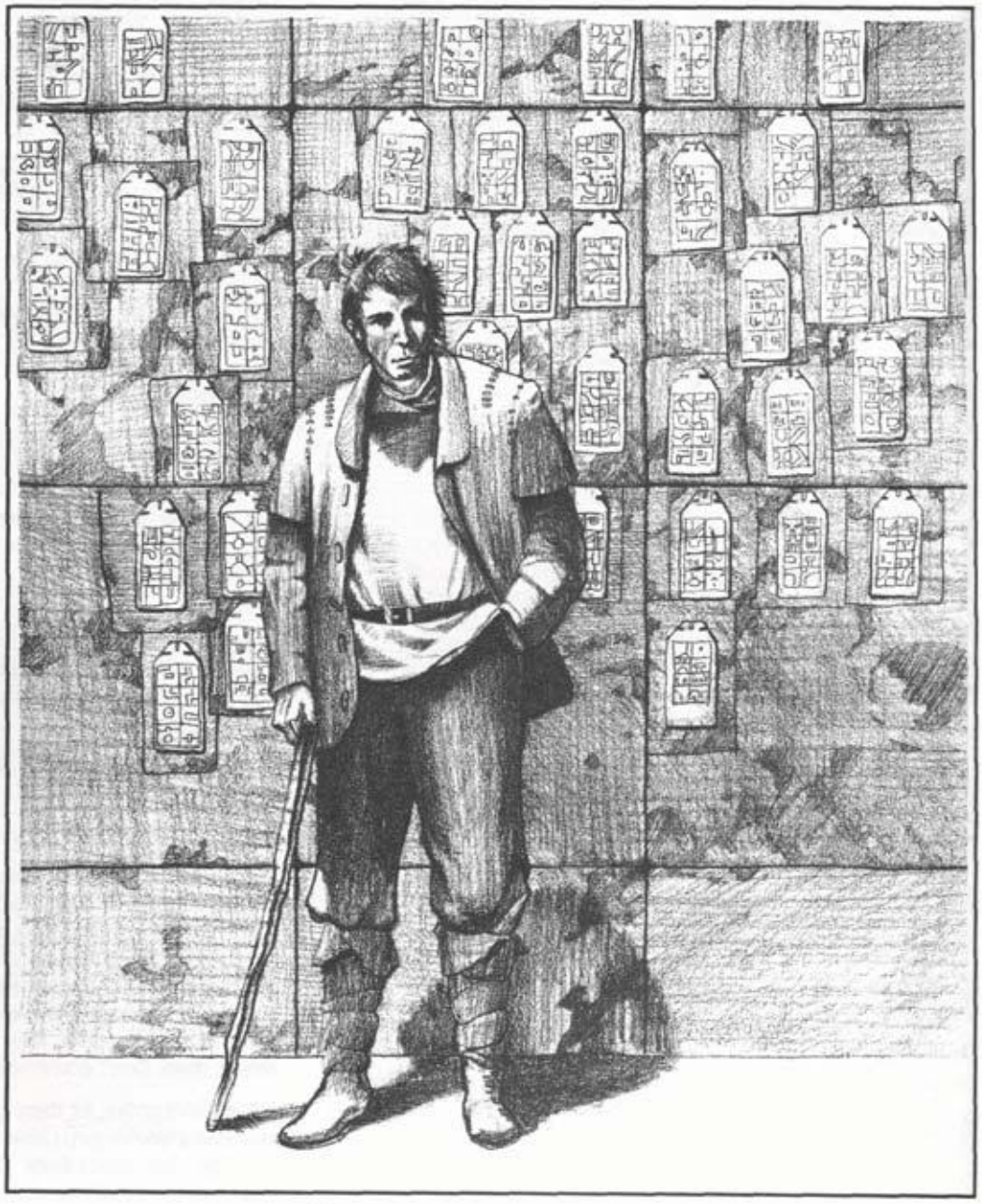
## Vintch

I can't stand being cooped up, but vintch do offer a safe night's rest. Climb into these big smelly plants at dusk and they'll close up safe and snug. Air gets thick, but you'll breath. Just remember, once you're in, you're in. The leaves usually open at dawn.

## Giggit

Thriddle love smoking these things, but I'll never know why. I took a puff on a giggit pipe once, and even after I recovered the taste of that thing stayed in my mouth for a month. The East Trinnu Jungle Lands are the best place to snare giggit, but you might get more than you bargained for. After they burrow underground and sleep a few months, they're a lot bigger — and meaner. These are the rabid nasties called "spirrics." Saw a kid poking around in the East Trinnus go down in one bite back in the Crith of '62. Hope you're smarter than that.

The other problem with giggit is that Cleash like them once they've "turned over." That means they're spirrics. They like 'em big, juicy, and ferocious. But where there's good giggit hunting, there's cleash. These overgrown bugs set up big pits covered with leaves and draw the spirrics in with glittering metal and boiling water. It takes a while, but in they come. Try not to join them.



THIS IS ME, DANTHRO, STANDING AT THE DRENN WALL. I'D JUST GOTTEN MY SILVER CHALLISK. IN THOSE DAYS, I DIDN'T KNOW WHAT GLITTERING METAL AND BOILING WATER WERE FOR. THAT EXPLAINS THE CANE.

### Scragger

Teeth, teeth, and more teeth. These things can live anywhere, but you'll usually find them in the jungle or around swamps. They'll leap at you once they get close. Don't let them get close. Their venom can be as bad as their bites.

### Beagre

Little beasts that thrive in squalor. You've seen them around Ardoth. Join a beagre abatement team if you've got some extra time. Good target practice. Just don't walk into a stink hole by yourself without some expert advice.

## TRAVELING

Watch what you eat. I've already warned you about wasto paste and mandare slime. But that's not all. The leaves of the trevice fern are especially poisonous; so are the red berries of the tumbernaw vine-bush. Pibber like tumbernaw, and can eat the berries okay, but pibber have no place in the tumbernaw. That is the home of duradon.

You can eat durlig, gerrig, emmersol petals, and tithen roots. Durlig feeds you the best, but it's tough to swallow. Gerrig's even worse, but it grows everywhere. Thriddle really like the orange emmersol petals; they brighten everyone's dish of durlig. Tithen roots hold water — they taste bad, and might make you feel the same, but if you're thirsty: eat them.

You can find water all over Burdoth, but look out for stagnant ponds ("Temauntro poison holes"). Throw rocks into ponds before drinking. If there's something alive in there, you'll see it before it gets a chance to bite your face. Be especially careful near swamps. The water is full of dichandra. They'll clip your foot right off with their strong pinchers.

Warps are great for getting around quick, but it's hard to know where they go. Unless you're friends with a shantha, travel the old fashioned way. Overland travel gives you the most control. Talmaron are delicate and finicky about the Isho Weather. They can fly right over terrain that would take weeks to cross, but I've been thrown from mine, so I've soured on them.

Skyrealms are one of the world's greatest treasures. If you come across one of these floating rocks, hop on board and scout around. Shanthic ruins, sculpted crystals, ancient cities, and a free ride are all in store for you. Ramian can spoil such fun — they cultivate shirm-eh onboard Skyrealms and have an attitude about visitors.

Talumara are big flying plants with a crystal center. You only find them in Temauntro. Better to leave them to the duradon and Crugar. Nothing you can do with the crystal.

## OTHER RACES

I'm sure that Kirra hasn't gone far enough describing Cleash and Crugar. As a matter of fact, he even likes some Crugar. Well, take it from Danthro: there's nothing but trouble with Crugar and Cleash. I'll make an exception for those Crugar trying to become Drenn, but the rest will kill you in your sleep. Ramian can be okay if you speak their language. Most just want to be left alone. The "chiveer" Ramian are another thing. Steer clear of them and their blood-lust. The Ramian Gire that travel the seas are another source of trouble, but one-on-one they're not too bad.

### Recos

Bio-Tec buddies have got to be my favorite form of life. Recos can get you out some tough spots, if you know how to make 'em right. We owe plenty to our ancestors for dreaming these things up. Recos come out of "incupods," the big, hairy, melon shaped pods growing all over the planet. They take care of themselves, even have the busks to seed them with corks. When the reco is ready, it pops right out. The "corks" that go into the incupod tell it what type reco to grow. If you're seeding your own, you can use corks you find laying around in an incupod patch — but be careful. Sometimes what comes out isn't too friendly. The bio-tec gurus tell me that the pods in the wild are more likely to produce defect creatures. Screamers and floaters aren't too bad, but biters, suckers and head chompers are enough to steer me clear of these patches. Go to your local Incuhut if you want a sure thing.

### Manners

You might think that manners are just for pibber-lovers, but let me tell you: you won't get very far without 'em. This doesn't mean you've got to be as sweet as a bep-clep cream all the time. Look at me. I'm considered a great friend to thriddle, the most ridiculously polite creatures on the planet. And without ever kissing a trid-node. Take a hint from the thriddle. They have the best luck with corastin and croid, because they know how to treat them right. Even a famous adventurer like myself has got to get his accent right to be taken seriously. Listen to Keshtia Marilis. She knows what she's talking about. Except I don't think she'd like to wear a challisk around her neck while she's slogging through the Black Bogs of Voligire. If you don't like getting choked, try a hip strap.

## *Danthro's Rules*

1. *Hesitate and you're scragger–bait.*
2. *Leave cute little babies alone.*
3. *Words to muadra in an Isho storm: Kern, Don't Burn.*
4. *Always test the waters.*
5. *Skyrealms are ALWAYS worth the trouble.*
6. *Never back down when you've got the blaster.*
7. *Carry freebies you don't mind parting with. The natives love 'em.*
8. *Protect your realm.*

# When in Burdoth...

## *by Keshtia Marllis Mishane*

*As a traveled Keshtia, I have seen my way through the prejudice of foreign lands and have learned the reason of our own cultural mores. As new Tauther, some from small cities, you may be ignorant of the realm's many norms. I will help you over this hurdle. But as you read my suggestions, remember: Etiquette is more than just following rules which seem absurd. It is a language of courtesy and intention. Conducting yourselves with attention to cultural details can make your travels more rewarding, and less dangerous.*

*The culture of Burdoth should prove no impediment for you who have traveled here to proclaim Tothis. But to succeed as Tauther you must embrace more than your own culture. Here, in brief, are my thoughts on the etiquette and understanding necessary for you to achieve your drennship.*

## CULTURAL NOTES

- Thriddle sit only when in friendly company.
- Muadra should display their naull when seeking hire or joining a group.
- Look bronth in the eye.
- Woffen have a tendency toward excess and overindulgence. When there is danger, help them overcome the temptation of stomeh with distraction. They will later thank you.
- Scarmis not directed by cleash are not so dangerous, and can occasionally be communicated with.
- Corastin accept tribute. Quantity, not value is the key. Do not attempt to short them.
- Never demean the work of corastin.
- The Chiven Rachu-eh are safe. Avoid their destruction. Ramian in chiveer are fair game. Bounties are common on chivs.
- Tauther should display their challisk proudly in all lands but Thantier.
- Tauther must defer to Drenn where appropriate.

## PRESENTING A CHALLISK

Challisks are generally kept within one's clothes except in those circumstances where identification need be readily visible. The challisk should be kept clean. Those walking in and out of the citadel are expected to wear their challisks above shirt. The same is true for messengers. A "tip-tie" is used to fasten the bottom of a challisk to a belt or other article of clothing to prevent the challisk from flopping about in an undignified manner. Tip-ties are part of proper dress.

If asked to identify yourself to an official of Burdoth, respectfully remove the challisk from your neck and surrender it.

## RECOGNIZE AUTHORITY

All those in authority carry official identification in addition to any uniform. Do not embarrass yourself by demanding to see it without cause.

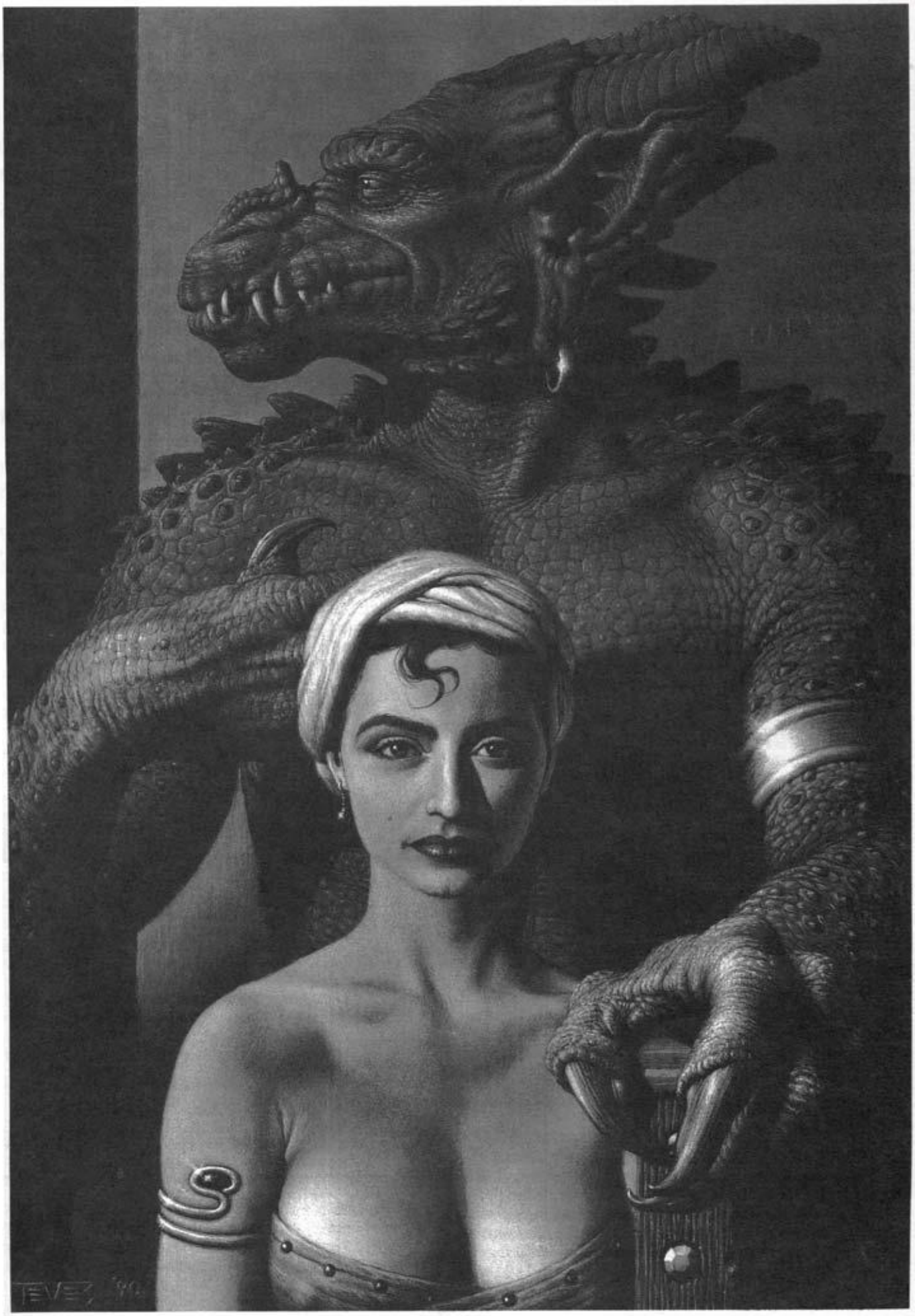
| | |
|---|---|
| Tauther | Those like yourself seeking citizenship in Burdoth. Tauther wear a non-silvered challisk around their necks. |
| Drenn | Citizens of Burdoth. The silver challisk of a Drenn is recognized throughout all civilized realms. Rights of drennship are granted equally throughout Burdoth. |
| Kesht | Honored citizens. Easily identified by their silvered challisk, their fine garb and their refined steps. The Kesht are to be treated with the utmost respect. Feminine form: Keshtia. |
| Yords | The city guards. Dressed in dark capes. Cooperate with them fully. |
| Daijic | They work with the yords to detect the use of Isho outside of kerning bays. They dress in dark green pants and red shirts. Answer the questions of daijic. |
| Hishtins | These are Boccord who train Muadra to weave orbs and bolts. They usually dress simply, in loose garb. |
| Kim | Kim members are all Drenn. They are a city's council. They wear the "kim's buckle" across their chest. Show great respect to their members. |
| Kimmit | Kimmit members are all Drenn. A kimmit is a small kim, usually with jurisdiction over a neighborhood. Kimmit members wear smaller buckles, sometimes on one shoulder. |

### The Proper Handshake

The custom of shaking hands is accepted as a sign of courtesy for Humans and Boccord upon greeting. This is not true for Muadra. A polite Muadra "shake" requires the Muadra to interlock his or her fingers together with palms at abdominal level. In more formal settings, Muadra will lock their fingers behind their backs. In either case, they are prevented from weaving orbs and bolts, letting their company rest at ease.

## DAIJIC

The controlled use of dyshas by muadra and other races is very important in civilized areas like Ardoth. Daijic are people who make this possible. Originally they ate the cured meat of the daij (an aquatic enervor). Such humans then temporarily gained the ability



to perceive the ambient energy around them. While in this state, the world around them became Sho-Caudal (a vast fluid body), and they could detect the nearby use of Isho, especially when used in the form of orbs and bolts. Now, daijic use sculpted crystals to help them see the Isho. Daij eating is forbidden by an Ardothian Council directive. In Ardoth, Muadra are forbidden from becoming daijic for fear that they would not enforce the laws against members of their own kind.

Daijic are stationed throughout major cities, such as Ardoth. It can take several daijic to pin-point the exact location of dysha use. Daijic can see the traces of residual energy on the palms of creatures who have recently used Dyshas. Such enforcement ability is important, as dysha use in Ardoth is a crime. Other than for self defense, temporary permits must be sought in order to use dyshas within the boundaries of Ardoth. The kerning bays are the only acceptable places for muadra to discharge unwanted energy. It is here that teaching and practice are permitted. Muadra who are young, or who have never learned any dyshas must visit these locations every few days. The energy will leave their bodies one way or another, and Daijic don't appreciate triangulating on some fool who hasn't "kerned." Ardoth has dozens of kerning bays, several of which remain open around the clock. All are open during Isho Storms. Many of the bays are reserved strictly for kerning, and allow no dysha training or practice.

## YORDIGS AND THEIR ENFORCEMENT

The yordigs of Burdoth are rules by which all residents, including Toth, Tauther, Drenn, Kesht and Keshtia, all live. The yords are those who enforce the yordigs. The yordeh are the rule makers. They are consulted when a person of importance is tried before a kim. Those who are accused stand before the kim and plead their innocence. If unconvinced, the kim may sentence the diyorda (criminal) to any number of punishments. Usually, a short stay in the herris is enough to dissuade any future crimes. Stay out of trouble and stay out of the herris. It will stain you and your challisk, delaying your Drennship. A serious offense will endanger the reputations of those who have marked your challisk.

## NAULLS

Muadra display their naulls when greeting each other in kerning bays or outside of city limits. This orb is a reflection of their person, and displays the proportional colors of their intentions and emotions. Humans and Boccord are not capable of weaving a naull without a naull crystal. Both muadra and humans must be careful about who they thrust their naulls upon. This personal display should only be made when requested, in specific situations of greeting (if you're not sure, don't display), or as a gesture of good faith when confidence between parties is low.

## NAULL READING

Although there are many techniques for reading the naull, we concentrate on a basic few which are common to Burdoth. Let us first understand the basics of naulls. In producing a naull, a creature allows a trickle of energy be passed freely through his Isho structure, reflecting his thoughts and emotions. This Isho structure is called one's "copra." The copra of the orb's creator is displayed in different colors which swirl about the orb's surface. The isholess ramian can create no naull. The colors displayed indicate the person's strength in each of the seven types of Isho. The brighter each color, the greater the mind's ability to manipulate with that color. The following is a list of the colors of Isho, and what they represent in certain patterns. Different cultures read the patterns differently. This list is by no means complete, but gives the Tauther a rough idea as to the importance of the naull.

Those observing the orb usually are often allowed to examine it in greater detail. Those from northern Burdoth are in the habit of placing one finger on the top of the orb in a place of interest. The flow of color and formations will be slightly disrupted by the observer's finger, but the patterns will slow down, allowing a more careful observation. Those from more southern areas will place their palms a few inches from the orb, slowing down the images only slightly, but causing less disturbance. The greater the disturbance, the less accurate the reading. Thantierians place their palms over the entire orb, stopping the motion entirely and altering the balance of shapes significantly.

Some creatures take great offense to having their naulls interfered with. They take it as an attempt to force the naull into displaying something that it is not, allowing the reader to come to any desired conclusion. In some areas, it is a sign of respect to stand at least a foot away from a naull, so as not to alter its form in any respect.

## SHO-SEN

The Sho-sen is the Isho Wind that shanthas can see and Muadra are always searching for. Muadra often carry a pouch of line-dust and a Tra-map for figuring out the Isho weather, its patterns and strengths. When Caji meet, their fist order of business after displaying their naull is to discuss "Sho-sen" (the energy weather). By comparing their recent experiences with the local Sho-sen, they can figure out where "rich" locations might be and the zones of nullity. Conform to this convention; it is not a waste of time. Humans, and other non Isho-reading races should seek to understand and tolerate such diversions.

| Type of Isho | Color | What Pattern Means |
|---|---|---|
| Shal | Blue | Swirls indicate anticipation |
| Ebba | Yellow | Speed of moving dots indicates desire |
| Du | Orange | Rings of Orange indicate vibrancy, creativity |
| Gobey | Black | Wavy lines indicate fear |
| Desti | Red | Irregular patches indicate anger, intensity suggests violence |
| Launtra | Green | Spinning triangles indicate sense of self |
| Tra | White | Pulsing stars of white indicate honesty and sometimes stability |

# A History Lesson for Tauther

*by Hodu Ho'own*

## HISTORY ESSAYS

*The history of Burdoth has been recanted many times. Certainly, the human versions have received the most attention. The writings of a non-Burdothian may shed light onto the realm's recent past.*

*Written in Boru, and translated back into Entren, these essays are taken from the writings of Hodu Ho'own, a Bronth emissary to Ardoth.*

## THE WARS OF THIS CENTURY

Although the area now known as Burdoth was never really at peace in this century, many years passed without the outbreak of major war. It was in 3417 that crugar made a massive drive through the territories of Burdoth; this set off a chain reaction of events. Only decades later was the damage repaired and lives restarted.

Under their charismatic leader, Chain Dolcha, the crugar crossed the Doben-al, pillaging everything in their path. When they finally reached what is now Burdoth, they took Khaun Gauss, and burned it to cinders. In 3437, they crossed the western Liggit mountains, and started their approach of Ardoth. It was in this same year that the energy weapons were re-discovered.

An epic in itself, the discovery of the caches came through a thriddle warp mis-calculation. Intrepid human explorers were able to penetrate an underground stronghold left undisturbed for millennium. This "mis-calculation"spelled the doom of the Crugar invaders, placing an overwhelming power in the hands of the Ardothians.

The young, human, Prince Khodre of Ardoth brought the new weapons to bear against the invading forces. The results were staggering. In little over a year, the Ardothian force had regained whole territories from the crugar. But Khodre's expansion was far from over. The crugar driven back, he enlarged his power base, conquering nearby towns and territories as far west as the Doughtrow mountains, and as far east as Heridoth. Only the East/West Trinnu Jungle lands were an obstacle to Khodre.

Dobre was concerned. The bronth knew that, left unchallenged, the Ardothians would continue their assaults, gaining more and more strength. The Sychill sea would surely be their next step, a step into the sovereignty of the Bronth's realm of Dobre. Thriddle intermediaries tried to initiate a truce, but the humans under Khodre would waste no time with thriddle.

Dobre and Lundere were allied even at this time. They fortified the western Dobre coastline, bringing in troops from all over their lands. Minor skirmishes ensued. Large-scale human attacks, launched out of Heridoth, broke the western Dobre coasts. The casualties of this war dwarfed those of the crugar invasion of only two years past.

During this time, Muadra returned to the "Way of Gends," taught to them by Caji Gends hundreds of years earlier. Exactly who passed on this knowledge is not known. However, what started the Muadra insurrection is clear. Ardoth's chell, Rhan Harsri, expelled many Muadra from the city as security risks while the Prince was busy fighting his war. The cry over the breakup of families pushed the already oppressed Muadra population to learn the ancient energy skills. The threat of "killer" muadra panicked human populations. The remaining Muadra were banished from the towns and cities of the new Burdothian empire. Most of the Muadra population headed south during the war. Struggling to stay alive in the woodlands of Burdoth and the southern Jungles, the Muadra shared knowledge of dysha weaving. In a little over two years, thousands of them were armed with Desti. They were the Maustin Caji. They would be banished from their homes no longer.

Now facing opposition from the west by the Maustin Caji, and from the east by the bronth and woffen forces, Ardoth was forced into a truce. The thriddle arranged the accord. The treaty of Klein Khodre (Klein Ko-Trid, thriddle ambassador, dealt the accord) was officiated. The Dharsage ruler Khodre would remain in power, but was forced to share his rule with a council of 10 representatives sent from the affected realms. Ardoth's boundaries were trimmed from their great size down to what is now Burdoth. Rule of Heridoth was relinquished. The council was made up of four Burdothian citizens (one of which was the Dharsage, Khodre), one member of the Heridothian ruling class, one representative from both North and South Khodre, one Dobren (a bronth), one Lunderian (a woffen), and a thriddle from Tan-Iricid. A crugar representative from Chain Imagri is allowed to be present from time to time.

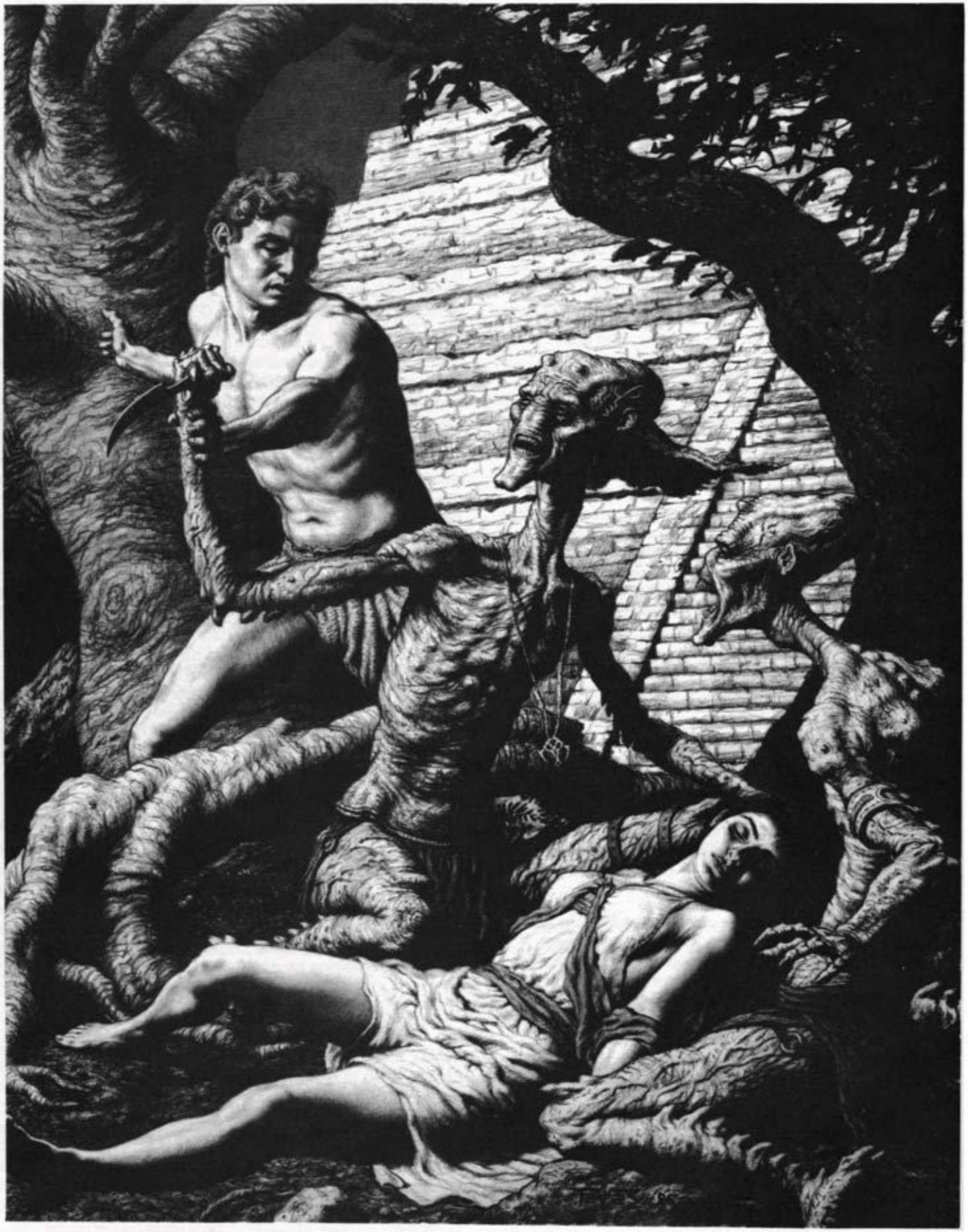
The Maustin Caji disbanded, but Muadra-turned-Caji were never again to be a thing of the past. Every year, more and more Muadra raised their children with the teachings of Gends. The kerning bays and daijic patrols were the eventual means for humans control over Muadra in the cities. The city of Ardoth was prepared with 600 daij-eating daijic when muadra started to return.

In the years that followed, Muadra gained more rights, more leeway in human society. The Muadra veterans of the war, however, were always seen as enemies of Burdoth; they were even hunted down in some cases. The truce that they had helped to establish reaped them no reward. These caji saw the thriddle as responsible; they had arranged the Accord.

Living first in southern Burdoth, then forced through the East Trinnu Jungle Lands by human persecution, and later down into Anasan, the remaining Maustin Caji bided their time.

In 3455 a group of muadra blasted their way through the realm of Thantier down to the Sea of Cerridus. There they commandeered a ship and sailed to the thriddle island realm of Tan-Iricid, a realm without an army, without weaponry. They savagely attacked the thriddle. It was the Mountain Crown's darkest hour. Only through the help of Salrough Gomo, Thriddle Seer of the North West Woodlands, was the destruction of the Mountain Crown averted. The Maustin Caji were dismantled. Their five year reign of terror ended.

Since that time, the only major war has been the Ramian Gire Assault of 3472. It ravaged the northern Dobre coastline, and parts of northern Burdoth. Some blame the invasion on the human Dharsage rule of Burdoth. It is said that illicit human trade of shirm-eh limilate for ramian daij meat made the invasion possible for ramian.



3113 P.C.: The Ramian Invasion of Sydra

## Human Control of Burdoth

Young Prince Khodre expanded Ardoth's influence. With energy weapons at his disposal, it was no longer enough to simply drive out the crugar scourge. Vast areas of land were taken. Heridoth became Ardothian war lands. Even attacks on the coast of Dobre were made.

Forced to terms by the allied races (which included the Maustin Caji), the Ardothians gave up their claim to much of the occupied lands. Ardoth's control of the Burdothian lands is no longer absolute. Although the Dharsage army is more powerful than that of the council, its imperialistic tendencies have been curtailed by the Council's presence.

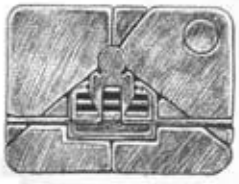
Human culture within Burdoth has had to adjust to the presence of Muadra and their dyshas. It is just now becoming common for humans to carry naull crystals, with which they can display their own minor copras. Some humans even seek to brighten their copras with excursions to the kerning bays.

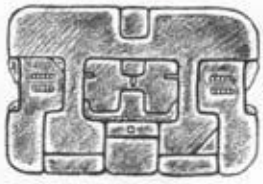
The task of maintaining a population of daijic is of prime concern in Ardoth. Humans fear nothing more than their own muadra getting out of control. Although actual daij meat is no longer employed on a massive scale, a contingent of clear crystal readers is always present (they are still called daijic).

Burdoth and Dobre's main diplomatic dispute is over the human/ ramian interaction in the trading for daij meat. The Bronth do not object to humans acquiring daij meat for security; it is the reciprocal arrangement where-by humans pay the ramian for daij with the "shirm-eh" limilate. Without shirm-eh, ramian heal very slowly. The ramian who attacked the northern coast of Dobre and Crendor would not have made their siege without a means to heal. Were it not for the Ardothian's refusal to admit that the practice existed, negotiation would have progressed more rapidly. At present, an accord is in effect which bans any shirm-eh trading with Voligire.

Ardoth's wealth of Earth-tec remains the one power source untouched by the treaty of Klein-Khodre. The humans still poses this powerful arsenal; its is controlled entirely by the Dharsage and his subordinates. Although the actions of the Dharsage are carefully scrutinized, small scale energy weapon use is seen as an element too complex for the council to monitor.

Drenn and Kesht may apply for Earth-tec items through their kims. Given worthy causes, and favorable odds, the Dharsage powers usually permit such distribution. Fairly detailed records are made before any item is relinquished from official armories to citizens. The object's identification number, along with the person's goals, method, and itinerary are all clarified with the Drenn applicant. Duration of borrowing is discussed. Those who are late will may find their reputations somewhat marred by the episode. Ardoth treats its energy weapons seriously.





## HISTORY OF MUADRA

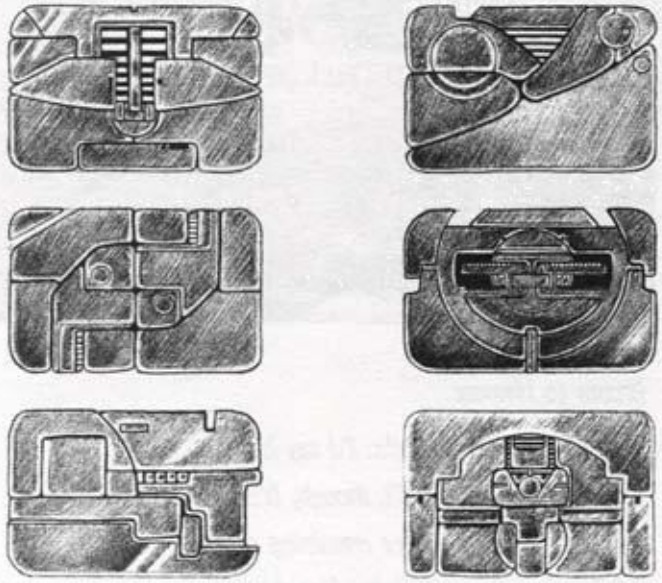
The history of the muadra race takes many twists as it makes its way to the present. Muadra have had to react to oddly changing circumstances that have dictated their progress as a race.

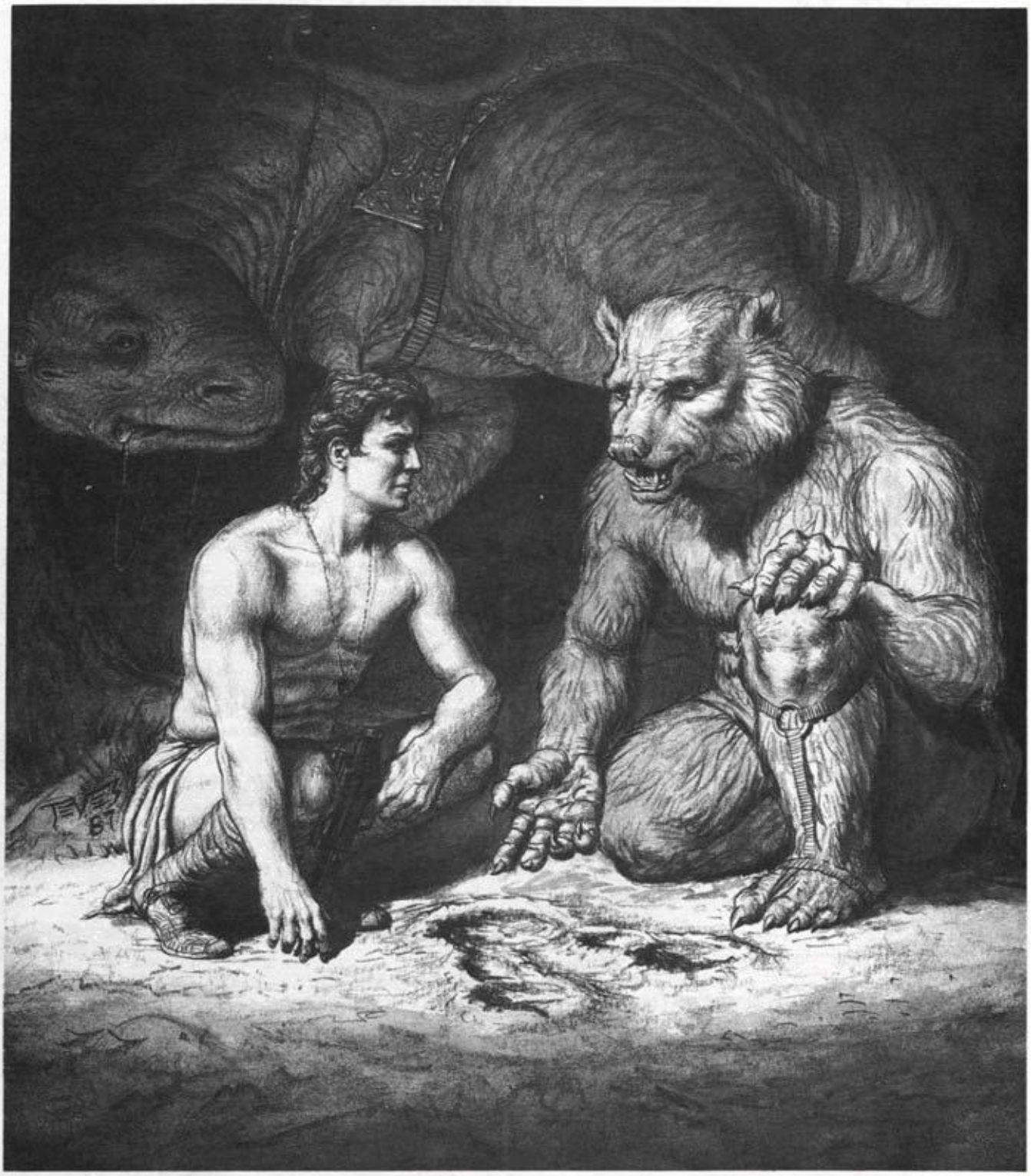
It is only since 2934 that they have come to understand their natural abilities. It was in this year that Caji Gends stumbled upon the remains of a shanthic temple and was taken as apprentice by Sho Copra-Tra, Sholari of Tashka. Caji Gends learned quickly with the help of shanthic sarceens (learning devices). Returning to others of his race, he taught only the more passive color groups (like Ebba, Gobey, Launtra, and Tra).

The Ninindrue Plague Slayings in 2946 warranted an expansion of dysha skills; muadra were trained with Desti, Du, and Shal. At the end of the Plague Slayings the trained Muadra kept a low profile to avoid expulsion from human settlements. The "Caji threat" loomed for the humans of the day. Although dysha skills were passed down from generation to generation, the more violent ones were mostly abandoned.

When Muadra returned to Ardoth after the Energy Weapons War, there was no stopping the Muadra population from becoming dysha proficient. Their survival had been threatened, and they had survived with these skills. Forced to accept muadra into their realm, the Ardothians made a secret agreement with ramian of Voligire. Daij meat was to be traded for large quantities of the shirm-eh limilate. Human daijic would be able to maintain security throughout the Burdothian lands. Especially in Ardoth, the use of Isho would be easily detectable.

In these early days, Ardoth had no kerning bays for Muadra; adolescents were forced to leave the city every few days to kern. The practice of dyshas was strictly forbidden, and was a crime. Limitations on Isho use within city limits has gradually become more and more permissive. At present, there are dozens of kerning bays in Ardoth. Permits can be obtained for Isho use out of the kerning bays. Even with these cultural advances, Burdoth makes it more difficult for muadra to receive challisk marks and drennship. Drenn who are Muadra may give only one copra mark to tauther each year, as opposed to the human limit of 5 and the boccord limit of 3.





*Bronth to Human:*

*"It's a corondon, all right. I'd say it's probably a juvenile. Still, though, It'll take more than the three remaining shots left in your blaster to bring him down. Never underestimate 'em"*

# *Chapter 2*
# Creating Your Character

**Role-playing is like interactive story-telling. A "Referee," or Sholari** ***takes on the role of story-teller. He or she creates a "campaign" by using the resources in this book and a lot of creative brain power. The rest of the players create characters that they "role-play" on Jorune. As the story unfolds, player character reactions, chance, skill, and the will of the*** **Sholari** ***all influence the outcome of the adventure.***

The group of characters adventuring together are known collectively as "the party." You will sometimes take into your party characters created and guided by the *Sholari*. They are called Non-Player Characters, or NPCs. When you create your character, take the whole party into account; a balance of skills and special abilities can help the party through a wider range of circumstances.

You will be guided through the process of creating your character shortly.

### Role-playing on Jorune

If you're already familiar with role-playing games, learning Jorune should be easy. Beginners shouldn't worry—everything you need to know will be explained. It's a good idea to read through the material in this book, and see how things are organized, before you create your character. BUT STAY OUT OF CHAPTER 5, THE SHOLARI GUIDE, UNLESS YOU HAVE DECIDED TO BE THE REFEREE or the rules direct you to a reference there. Don't feel daunted by the amount of information in this book or the words which are new to you. You don't need to memorize everything you see. Use the glossary in the Appendix to assist you.

Is it possible to *win* at role-playing?

The whole idea of role-playing is to have a good time. Players work toward a common goal, often survival, but sometimes helping a friend in need, or accomplishing a task of unquestioned importance. Although there will be no winner or losers in an absolute sense, you will have the satisfaction of watching your character think through challenges, survive confrontations with other races, grow, and develop new skills. Protect the health of your character; think your actions through. If your character dies, you must begin anew.

### Playing for the First Time

Before you can play, someone must volunteer to be the game's "*Sholari*." The Sholari needs to have the best grasp of Jorune information. The best *Sholaris* are good story-tellers who have the time and desire to prepare encounters and campaigns for their players.

After a *Sholari* is chosen, it's time to get underway. The *Sholari* begins with a light reading of the entire book, and then focuses his or her attention to Chapter 5, the Sholari Guide. Players begin by creating characters. The process is made easier by the inclusion of a template system that allows you to pick the Occupation and skills of your first character.

Once you have your character, game away! Stay alert, think before you act, and remember how much it hurts to *stub your toe* before rushing into unnecessary combat. Treat the *Sholari* with respect; being a referee can be a harrowing job. Don't forget to treat your *Sholari* to pizza from time to time. Above all, enjoy yourself on the distant world of Jorune...

## THE BASICS OF CHARACTER CREATION

This chapter takes you through all of the procedures used to create the character that you will role-play on Jorune. Each player creates a "Character Sheet," on which all of the vital information about his or her character is recorded. The information about a character includes occupation, skills, and background. Choose wisely...

*Note: Each player fills in a single character sheet, but the Sholari* has no character of his or her own. Instead, the *Sholari* controls and role-plays all of the Non-Player Characters (NPCs) in the game. You may photocopy the Character Sheets for your own personal use. Each player will need a complete set.

## ROLLING DICE

During the course of game play, various dice need to be rolled. Some are the common six-sided dice seen throughout childhood. Others are pretty specific to role-playing games. These are the four, eight, twelve, and twenty sided (percentile) dice. To play Jorune, you must have at least four six-sided dice, and two twenty-sided dice.

For role-playing Jorune, several types of dice are used to determine the outcome of events. This is how to read die descriptions: 2D6 = roll two six-sided dice, and add the resulting numbers together. 3D6+10 = roll three six-sided dice, add the resulting numbers together, and add 10 to that total. An example of a 4D6 roll (four rolls on a six-sided die added together): 3, 6, 5, 1. Together, they add up to 15.

### Rolls of a Slightly More Difficult Nature

D20 (twenty-sided dice) rolls are often used. For the different types of D20s, different methods are used.

**D20 Numbered 1 Through 20:**
Simply roll it, and read the number off the top.

**D20 Numbered 0 to 9 Twice:**
Roll it, read the result. Treat a 0 as a 10. Then roll a D6. On a roll of 1 to 3, do nothing. On a roll of 4 to 6, add 10.

**D20 numbered 0 to 9, two colored:**
Pick one of the two colors as the "high" color. Roll the die, read the result. Treat a 0 as a 10. If the high color was rolled, add 10.

**D100:**
As there is no practical hundred-sided die, just use two D20s. Pick one as the "high" die. Roll both dice. The number on the high die is the tens digit and the number on the other die is the ones digit. A roll of 0,0 is treated as a 100. (if you are using D20s with numbers 1 through 20 to roll your D100, just ignore the tens digit so that each D20 generates a number 0 through 9).

**D3:**
Most players have no actual D3. Use a D6 and divide the roll by 2 (round down).

### Overview of Character Creation

In this chapter you'll learn to do the following things:

- Pick a race
- Understand Characteristics
- Choose an Occupation
- Record Basic Abilities
- Choose Skills
- Choose Practical Knowledge
- Choose Common Skills
- Choose Athletic Skills
- Skip ahead to Chapter 3 to Choose Energy Abilities and Moon Levels
- Purchase initial equipment
- Create your character's background
- Choose Focuses

A sample character is located in the Appendix at the end of this book.

## CHOOSE YOUR RACE

Beginning players can choose from several character races. Three are human: pure-strain humans, boccord, and muadra. The other possible choices are the "Iscin Races," bio-engineered thousands of years ago by the human bio-tec scientist Iscin. They include the woffen, bronth, and crugar.

Below you'll find out more about these races, and what they're like to play. If you pick one of the non-human races, you should look up its description in the otherwise forbidden *Sholari* Guide (Chapter 5).

### Considerations:

Your character will either be one of the three human races (human, muadra, boccord), or one of three bio-engineered races (woffen, crugar, bronth).

Muadra are able to weave a variety of orbs and bolts. They are able to *see* Isho, much like the shanthas. Woffen are able to learn but a single orb, Power Hold. Crugar can cast a single, powerful bolt, Lightning Blast. Boccord are sensitive to the native energy, but can only interfere with orbs and bolts, not weave them. Humans share the boccord's abilities to sense and interfere with orbs and bolts, but to a lesser degree.

Pure strain humans dominate Burdoth. The culture and institutions heavily favor them. The other races are minorities within Burdoth, and are sometimes the objects of discrimination. Woffen, crugar, and bronth stand out somewhat in human society.

### HUMAN

Humans are directly descended from the original Earth colonists. The average weight and height for healthy human males on Jorune is about 6', 180 pounds. The female equivalent is about 5'10", 145 pounds. Humans account for the population majority in the Realm of Burdoth. They wield the greatest political power. It is easier for humans to acquire and use powerful Earth-Tec, including energy weapons, than it is for any of the other races. Humans control most Earth-tec, and much of the Earth-tec "checks" the identity of the user. Muadra and boccord do not register as humans according to most Earth-Tec devices. The "Isho" skills of humans are weak, at best. Humans have no natural abilities to manipulate Jorune's native energy.

There are many human cities on Jorune, but the largest are located in the realm of Burdoth. Its capital city of Ardoth is the largest concentration of humans on Jorune, and it is their base of power. Humans exist in smaller populations over much of Jorune's surface. Common places for human characters to hail from in Burdoth are Ardoth, Miedrinth, Lelligire, Sychill, and Gauss. Origins in North and South Khodre could be the cities Carrisy and Aukland. The capital of Anasan is a human and woffen populated city called Rhodu.

*Advantages:* Have the greatest influence and acceptance in Burdothian society. Attaining drennship is easiest for humans. Only humans can use (unmodified) energy weapons. Humans are larger and tougher than muadra.

*Disadvantages:* Humans cannot learn the dyshas of muadra, nor attain the size and strength of boccord. Their "Signature Skills" are less acute than those of boccord.

### MUADRA

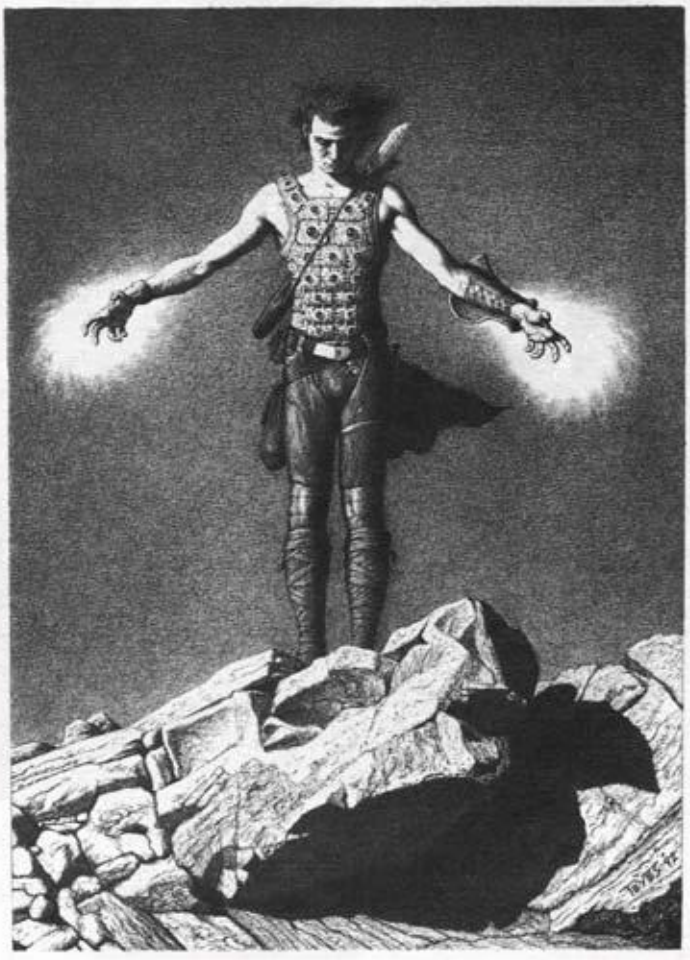
Of the human races, only muadra can freely use Isho to create orbs and bolts (dyshas). Muadra who seriously study the dysha disciplines are called "Caji," after the muadra who first learned these skills, Caji Gends. Muadra are a little smaller and weaker than pure-strain humans. The average height and weight for a male muadra are 5'5", 120 pounds. Females average 5'3' and 105 pounds. Because of their Isho abilities, muadra often inspire fear or uneasiness in creatures much larger than they are. Muadra armies fought the humans during the Energy Weapons War (about 50 years ago). Though all sides have officially reconciled, many humans feel that muadra were able to return to their cities all too easily. Muadra characters will find it harder to achieve their drennship, and they cannot use many forms of Earth-Tec, including unmodified energy weapons. But they are the human race viewed most favorably by the shanthas.

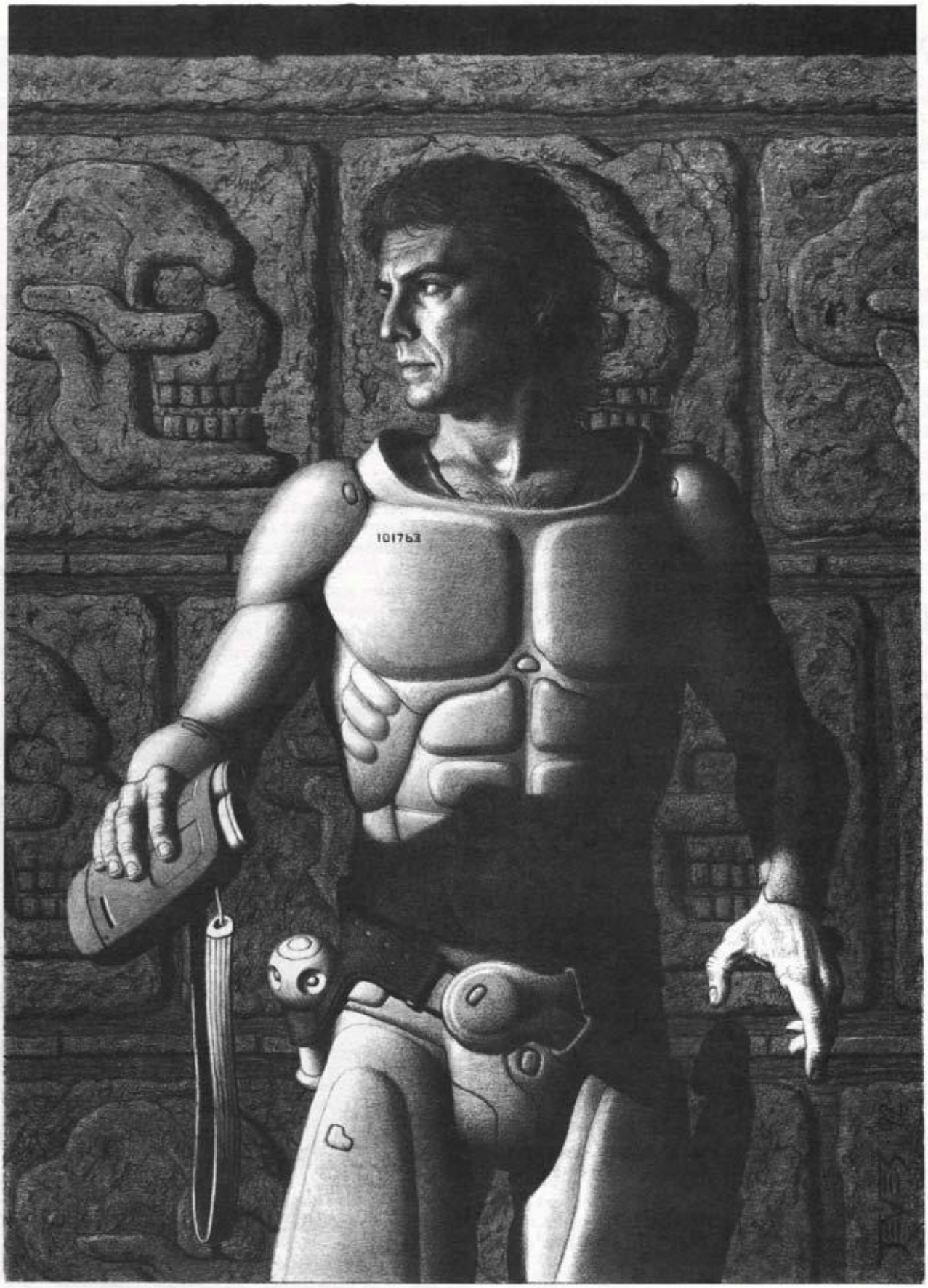
*Advantages:* Muadra can weave really cool orbs and bolts. They are much better at using shanthic technology than other races, and

*Muadra drawing Isho*

*Amongst His Items Are:*

*A crystal–armor vest, boc–rod and a crystal gauntlet*






*Outside the walls of a trarch burial chamber, the well equipped human prepares to draw his pulsar, alarmed by a suspicious sound. He is wearing deflector armor and carries Throw Explode. He is holding a pair of viewers.*

have a primitive version of the shantha's "Tra-Sense," which allows them to see Isho in their environment.

*DISADVANTAGES:* Muadra are physically smaller and weaker than the other races. It is harder for them to achieve citizenship. Muadra can't use Earth-Tec (unless it has been modified), and they are treated cautiously by guards when entering restricted areas. Muadra must "kern" when entering Ardoth's citadel; this process so drains them of their "Isho" that they are unable to weave orbs and bolts until they recharge. Muadra encounter more belligerence and bigotry from humans than do boccord.

## Boccord

Boccord are the largest and strongest of the three human races. Males stand an average of 7', and weigh in excess of 275 pounds. Females average 6'8", 240 pounds. Boccord are valued as laborers and fighters, though they are not just crude "barbarians." Drennship is more difficult for boccord than humans. Boccord can gain exceptional "Signature Skills," which are useful in sensing creatures at a distance or tricking animals into mistaking them for another race. Native Jorune and Terran animals respond better to boccord than to the other human races.

Boccord live in large numbers in the realm of Ros Crendor, to the north of the Doben-al. This society of boccord is darkly mysterious. Boccord native to Ros Crendor rarely talk to outsiders about the secrets of their realm.

*Advantages:* Boccord are larger and stronger than the other human races. Can gain exceptional Signature Skills and make excellent animal handlers. Hard to hurt or kill. Good at picking durlig.

*Disadvantages:* Boccord have a harder time achieving drennship than humans. Boccord can't use Earth-Tec (unless it has been modified). Boccord are a minority among humans.

## Woffen

Woffen were created by the scientist Iscin, and are based upon Earth's wolves. Like the other Children of Iscin, they share the basic characteristics of intelligent mammals: They are bipedal, have opposable thumbs, and are capable of speech. They can also stand on all fours (this is more difficult for woffen than it is for bronth or crugar). Woffen are of human intelligence and have a human-like temperament. They stand as tall as humans and weigh in the same range. They are social creatures, and spend much of their time in groups. They make excellent fighters, and have a speed advantage over most humans. Woffen are often taught the Power-Hold dysha as adolescents. This training dates back to 2934, as a result of the Ninindrue Plague Slayings. Crugar invaders mercilessly slew whole populations of woffen who were afflicted with a paralyzing virus. Since that time, woffen have treated the mastery of the Power-Hold dysha as a rite of passage into adulthood. The teaching ceremonies are shrouded in secrecy. It is their society's most private assemblage. Because of the Plague Slayings, among other reasons, woffen and crugar remain enemies, rarely tolerating the presence of the other. If you choose a woffen character, you will have the Power-hold dysha.

Woffen have retained much of their Terran ancestry. They howl and bark, frequently tumble and fight, and spend more of their time playfully than do humans. Woffen are prone to a disabling form of alcoholism that turns them into the authew, or "wretched ones." Highbrow human society sometimes looks down upon woffen for this weakness.

The woffen realm of Lundere is located on lands once heavily populated by the shanthas. The two races get along, but have little contact. Woffen also inhabit the realm of Anasan, south of the East Trinnu Jungle Lands, where they live side by side with humans.

*Advantages:* You'll look are pretty cool. You come from a non-human background. As a woffen, you can weave and launch the Power-Hold Dysha. Woffen are proud of their origins as a bio-engineered race, and refer to themselves as "Children of Iscin."

*Disadvantages:* Woffen find it hard to gain acceptance in a human world (except in Anasan). Sometimes your howling will disturb others. Crugar will go out of their way to torment you and you will find it difficult to control your desire to hunt them down. Mugs of rusper will provide much temptation, and the authew are not a pretty sight.

## Crugar

Crugar are another of Iscin's works. Based upon the cougars of Earth, they share the general improvements noted for woffen. Although nearly as intelligent as the woffen and bronth, they have retained more of their ancestral instincts; they are poorly suited for human society. Crugar seek out the company of others of their race, but not in large numbers. Unity has always been a problem among them. This poses a special problem for crugar; they would enjoy a good war against the other races every now and then, but rarely has a leader been able to unite them long enough for much concerted action to take place. In particular, crugar are always at odds with the other Children of Iscin. The crugar "Choundra" is blamed for the death of Iscin, the Creator. Crugar are defensive about this incident, which took place thousands of years ago. The other Iscin races have not forgotten, and the tale of Iscin's murder has been incorporated into their lore.

Crugar make superb fighters. Even without weapons, their claws can inflict terrible damage. Their speed and agility make them a match for well trained adversaries. Their keen hearing and vision give them an edge. Crugar never hesitate to use any advantage, as

*Battle-Ready Boccord*

the Ninindrue Plague Slayings attest. Some crugar have mastered the Lightning-Blast dysha, which they can use once per day. Their advantages combine to make them terrifying opponents. If you choose a crugar character, your character will have Lightning Blast.

Players choosing crugar characters can opt to play a "cygra." These northern cousins of the crugar have lighter fur and more even tempered personalities.

***Advantages:*** Crugar look like they know how to get what they want. The characteristics of a cat are hard to pass up. You can spend your time begging humans to like you, or you can be true to your nature. Morality need not stand in your way. You probably come from the realm of Temauntro. Crugar can weave and launch Lightning Blast once a day. You are one of the Iscin races, a bio-engineered race. You can run on all fours.

***Disadvantages:*** You'll be despised by the other Iscin races for the death of your creator, Iscin. If you're a nice guy stuck inside a crugar's body, you'll have a tough time getting others to believe you. It will be difficult to attain drennship. Your race is temperamental and organizes poorly in groups. You must be careful where you travel.

### Bronth

Bronth were engineered by Iscin from Terran bears. They are more intelligent than crugar, and more focused than woffen. Bronth are enormous. They stand up to 8 feet tall and can weigh in excess of 1000 pounds. Bronth control the realm of Dobre and its monitor realm, Crendor. Most races have no cause to complain about their dealings with the bronth, the notable exceptions being crugar and ramian. Bronth are honorable, almost to a fault. Their abhorrence of slavery is known across the planet. Most bronth passionately dislike ramian because of their numerous sieges against Dobre's coast over the millennium.

Bronth characters cannot learn to weave dyshas until they are middle age. Bronth have Tra-sense skills and can unweave. They cannot interfere.

***Advantages:*** The bronth gets respect, even from humans. You probably come from the realm of Dobre. You could crush a person by sitting on him. You are a proud Child of Iscin. Fewer situations mean physical danger for you because of your size. You stand a better chance of being pronounced drennworthy than other non-humans.

***Disadvantages:*** Because of the numerous advantages inherent in playing a bronth, you must seek your *Sholari's* permission to do so. Like all non-humans, bronth have some difficulty achieving drennship. Bronth are too heavy to fly by talmaron. Bronth characters cannot weave orbs or bolts until their later years. Beginning bronth have no dyshas.

## CHARACTERISTICS

There are 12 characteristics; each represents some intrinsic facet of the person you will play on Jorune. The Characteristics are: Constitution, Social, Color, Isho, Strength, Education, Learn, Agility, Speed, Aim, Spot, and Listen. Your Characteristics are your most basic abilities. Characteristics are represented by numbers, and these numbers are used constantly during role-playing. They are used to see how rapidly your character can improve his or her skills, and whether he or she succeeds at basic tasks.

*Lifelong Buddies: Human and Woffen*

## RANKS

Each Characteristic has a number called its "Rank." Generating the Ranks of each Characteristic can be done by choosing a template character in the Occupation section (these have built in ranks), by rolling characteristics, or by distributing points. All three methods are described in the upcoming section entitled, "Occupations."

To succeed with a Characteristic during game play, roll a D20. If the roll is lower than or equal to the Characteristic's Rank, then you've succeeded. For example, a character with a Strength of 8 would need to roll a 1 through 8 on a D20 to pluck a scragger off his chest. Higher ranks give better chances of success. If a Rank is less than 1, a roll of 1 still means success. *A roll of 20 always indicates automatic failure, regardless of rank.* The *Sholari* will sometimes offer a penalty or bonus on a roll against a Characteristic.

Your character's race will affect many of its Ranks. These details are explained after you choose your Occupation. Characteristics rarely increase during game play. Here are brief descriptions of each characteristic.

### Descriptions Of Characteristics

**Constitution:** This is your resilience to injury, damage, poison, shock, and disease. It is your general level of health. Characters with high constitutions are more fit, and can survive greater damage. This is a crucial characteristic for players who frequently engage in combat.

**Social:** This is your character's ability to assess social situations, and to interact with others. It does not represent a person's level in society, but rather his or her ability to interact with others at different levels of society. A character with a low Social might be wealthy and powerful, but could only deal successfully with others of a similar background and social status. A high Social increases the rate at which interaction skills are learned.

**Color:** This is a character's aptitude with "Isho," which is the natural energy that permeates everything on Jorune. A high Color allows characters to use shanthic technology with greater ease. This is most important for muadra characters, less important for boccord, and least important for pure-strain humans. Muadra with a high Color will learn new "dyshas" faster, and boccord will more rapidly improve their Isho sensitivity skills. There are few special incentives for humans to bother with Color.

**Isho:** "Isho" is the shanthic word for life, energy and vitality. It is the energy that permeates everything on Jorune. This characteristic determines how quickly a character gains Isho, and how much Isho he or she can store. It is most important to muadra characters, who use large amounts of Isho to weave dyshas.

**Strength:** A character's Strength is used to determine maximum lifting weight, as well as the force of blows imparted in combat. Strength is often used to see if a character can hold on to something, or to pull something off of his or her body. A high Strength is important for players who engage in a lot of combat.

**Education:** This is the raw knowledge at a character's disposal. It represents the breadth of skills that a character knows. Education is used during game play to see if a character knows an arcane fact or to see if the character can memorize a new fact.

**Learn:** This is the ability of a character to learn from mistakes or experiences, or to figure something out. It relates to abstract thinking skills.

**Agility:** This Characteristic tells how athletic and dexterous a character is. Agility is used in situations in which a character has to jump out of the way or move quickly to grab something. It is also used to determine the rate of improvement in athletic skills and melee weapon skills.

**Speed:** Speed is used to determine how fast a character can run, and his chances of increasing his or her speed when the going gets tough.

**Aim:** Aim is used to determine a character's chances of hitting with range weapons like arrows, energy weapons, and orbs and bolts. It also determines the rate at which a character's skill with a range combat weapon increases.

**Spot:** Character's often use their Spot Characteristic to determine whether they can see something partially hidden, in a crowd, at extreme range, or just out of the ordinary.

**Listen:** Characters use their Listen Characteristic to see if they can hear something that might otherwise not have drawn their attention.

## SKILLS

You now need to know about skills because the next step in creating your character is choosing an occupation, which bestows a number of skills upon your character.

Skills are all of the things that your character can do. Each possible skill is listed on your character sheet. Examples of skills include: Sword, Crugar Language, Jumping, Bribing, Underworld Contacts, and Power-Orb. The rate at which each skill improves depends upon one of your Characteristics and the difficulty of the skill. For example, improvement with sword skills depend upon a character's Agility Characteristic. Improvement is described in the section called Improving Your Character.

Your character gains many of his or her skills when Occupation Type is selected.

### Skill Rank

Like Characteristics, skills have Ranks. For a skill to be used successfully, the roll of a D20 must fall lower than or equal to the rank of the skill. Skills with Ranks less than 1 still succeed on a roll of 1. A roll of 20 indicates *automatic failure* for any character, regardless of rank.

#### Great Success

When rolling to succeed with a skill, if you roll a 1, roll again. Not only have you succeeded with the skill, but if your second roll also succeeds, you have used the skill at the next highest Level of proficiency.

#### Abysmal Failure

If your initial D20 roll for success was a 20 (automatic failure), roll again, and if you fail on this second roll against your Skill Rank, you have failed miserably. Use the Skill's next lowest Level to determine the extent of your failure.

For example, Pauline failed on her First Aid skill by rolling a 20 (she is Rank 9, Familiar). She has failed with the skill, but because of the roll of 20, she is compelled to roll again and she rolls a 14. This is a second failure, meaning that instead of failing as a character *Familiar* with First Aid, she fails as though she was *Unfamiliar* with the skill, possibly hurting her patient.

## Skill Level

A character can have competency with a skill at levels 1 through 4. Each numerical level has a role-playing equivalent: Unfamiliar, Familiar, Experienced, Seasoned. The breadth of capabilities and special abilities that a skill grants a character depends upon the skill's Level. This is described in the listing for each skill. These Levels are called:

| | |
|---|---|
| ***Unfamiliar:*** | Character has little or no chance of using the skill. |
| ***Familiar:*** | Knows the basics of the skill, low chance of success. |
| ***Experienced:*** | Fully competent with the skill, good chances. |
| ***Seasoned:*** | Expert with the skill, excellent chances. |

Each skill has a difficulty: Easy, Moderate, Hard, Very Hard. All hand-to-hand weapons have a difficulty of "Melee." The chart below tells your Level of a skill if you know its difficulty and Rank.

| Skill Ranks | | | | | |
|---|---|---|---|---|---|
| | | All Other Skills | | | |
| | Melee Weapons | Easy | Moderate | Hard | Very Hard |
| Unfamiliar | 5 | 1 | 0 | 0 | 0 |
| Familiar | 10 | 6 | 5 | 4 | 3 |
| Experienced | 13 | 12 | 10 | 8 | 6 |
| Seasoned | 16 | 18 | 15 | 12 | 9 |

These are the minimum Ranks for each Difficulty of skill at every Level of experience.

In the title of every skill description is its difficulty. For example, the top of the description for Thombo Handling (handling a particular riding creature), says that the skill is Moderate in its difficulty. A character with a Rank of 10 would be Familiar with this skill. A rank of 12 in Thombo Handling makes a character Experienced.

*In choosing your Occupation, the instructions will sometimes tell you that your character receives a skill at some Level, say Familiar. Look up the skill's Difficulty and Level on the chart above to determine its starting rank for that Level. A Hard skill that a character gained at Familiar would have a starting Rank of 4. The Rank could increase with time if the character uses the skill. If the rank went up as high as 8, the character would then be Experienced.*

If the Rank listed for a skill at Unfamiliar is 0, then characters unfamiliar with the skill have no chance of using it. Only Practical Knowledge Skills, Common Skills, Athletic Skills, and weapons have non-zero Ranks for characters unfamiliar with them.

# OCCUPATIONS

Characters pick one occupation of their choice. From their occupation they get their skills, basic equipment, and each of their Characteristics's Ranks. Each occupation has a cost listed next to it. Choosing an Occupation with a high cost leaves the player with fewer points for picking miscellaneous skills later.

### After Picking Your Occupation

*After you have chosen your occupation, generated your Characteristics and recorded your skills, proceed with the next section, "Other Character Abilities." This section describes each of your character's basic abilities and tells you how to choose your Practical Knowledge skills, your Common Skills, and your Extra Skills. Then, skip ahead to Chapter 3, entitled Isho. This will explain how to choose energy abilities and skills.*

### Description

Each occupation contains a description and a sample character depiction. You can choose to be the person described, but you are encouraged to create your own character background, a process described later in detail.

### Skills Given

An Occupation bestows each of its skills upon a character at one of the four Levels of experience: Unfamiliar, Familiar, Experienced or Seasoned. Each skill has its own difficulty: Easy, Moderate, Hard, and Very Hard. You can determine your character's rank with any skill by looking at the Skill Ranks Table at the top of your character sheet. It is broken down into charts for Easy, Moderate, Hard and Very Hard skills.

While gaining your Occupation's skills, you are sometimes directed to pick a certain number of skills from a short list. Often, you are allowed to gain more or all of the skills in this group by rolling well on a D6. This might be described as "D6 = 6 GRANTS ANOTHER," meaning that if you can roll a 6 on a D6 roll, you get to pick another skill. Continue rolling until you fail on the D6 roll or you have taken all the skills in the group.

### Extra Skill Rank Points

Extra Rank points are allowed in each Occupation. You may use these points *only* to increase the Ranks of any of the skills given to you by your Occupation. It is possible that by increasing a skill's Rank you have pushed it up to the next Level of competency. Always check the Skill Ranks chart to see if you've gone up a Level.

### Bonus Characteristic Points

If you choose the pre-generated Characteristics listed in your Occupation, then grant yourself the number of Bonus Characteristic Ranks listed. You may use these points to increase the Ranks of any of your character's Characteristics.

### Characteristics

Each occupation comes with a complete set of pre-generated Characteristics, with Ranks for each. These are intended for players who do not wish to generate their own Characteristics. There are two ways to generate characteristics: Using Points and Rolling. It is recommended that you roll your characteristics if you have any experience with role-playing games.

Characteristics greater than 20 are legal, but remember that *a roll of 20 on a D20 always indicates automatic failure*. But there are some benefits to Characteristics above 20.

A roll of 1 always indicates success, even for characteristics of 1 or lower (as can happen because of Racial modifiers described later).

## Generating Characteristics by Rolling

To generate the Rank of each Characteristic, roll 4D6, then drop the lowest roll. You may swap rolls in the same column of Characteristics (meaning, for example, that you can swap what you rolled for Constitution and Social). Each column of Characteristics is given D3 extra points to round out the ranks. It is legal to have Characteristics 20 and above (through the use of the extra points).

## Generating Characteristics Using Points

To generate your characteristics in this way, distribute 150 Rank points among your 12 Characteristics, 50 points to each group of 4 Characteristics. Characteristics can be above 20, but not lower than 1. You must have your *Sholari's* permission to use this system for creating your characters.

# OTHER CHARACTER ABILITIES

You must have already chosen an occupation to proceed with this section. Characteristics are either chosen from an Occupation, rolled, or picked using the generation method.

## Racial Rank Bonus

Permanently apply the following racial modifiers to your Characteristics. Just add or subtract them from each of your ranks. Even if a Rank is 20 or greater, automatic failure still occurs on a D20 roll of 20. Characteristics less than 2 imply that the Characteristic is crippled. For Speed it would prevent the character from walking, let alone running. For Learn it would indicate mental retardation. For Spot and Listen it would indicate blindness or deafness, etc.

## Rank Bonuses

| Characteristic | Muadra | Human | Boccord | Woffen | Crugar | Bronth |
|---|---|---|---|---|---|---|
| Constitution | 0 | 0 | +2 | 0 | 0 | 0 |
| Social | -2 | +2 | 0 | -2 | -2 | -2 |
| Color | 0 | -2 | 0 | 0 | -4 | -4 |
| Isho | 0 | 0 | 0 | -2 | -2 | -2 |
| Strength | -2 | 0 | +2 | 0 | 0 | +4 |
| Education | 0 | +2 | 0 | -2 | -2 | -2 |
| Learn | 0 | 0 | 0 | 0 | 0 | 0 |
| Agility | 0 | 0 | 0 | +2 | +2 | +2 |
| Speed | 0 | 0 | 0 | 0 | 0 | 0 |
| Aim | 0 | 0 | 0 | -2 | -2 | -2 |
| Spot | 0 | 0 | 0 | -2 | +1 | -2 |
| Listen | 0 | 0 | 0 | +3 | +3 | +3 |

*A roll of 1 on a D20 roll against a characteristic means great success if the Rank is 5 or higher. For exceptionally high characteristics (21 or greater) the possibility of a great success is increased. Subtract the Characteristic from 19, and that is the range of great successes on a D20 roll. For example, a character with a Strength of 22 would experience a great success on a roll of 1 through 3 (22-19=3). The Sholari* will increase the payoff when this occurs.

**Constitution:** Characters with Constitution Ranks greater than or equal to 15 are not affected by Superficial wounds. Roll against Constitution Rank to resist poison, survive shock and disease, etc. Your Constitution Rank is your number of Stamina Points, which are used in combat.

**Social:** Rolls against your Social Rank are made to determine how you fare in social interactions. Look up your character's race on the chart below. Shown for your race are your Rank Modifiers for interacting with each race or type of situation. In a social situation, Roll against your Social Rank plus your Interaction Rank for the situation. For example, a ramian character with a Social Rank of 15 and an Rank of -10 for interacting with Crugar (they don't tend to get along), would have a Rank of 5 for this roll. This -10 Interaction Rank could improve with time because each of these Interaction Skills improves just like ordinary skills.

Your character may be better at Interaction *or* Etiquette. You may give yourself up to a +3 bonus in one if you penalize the other by the same amount. For example, a player might choose to be +2 with all Interaction Ranks, and would thus be -2 on all Etiquette Ranks. This is strictly optional.

## Interaction Bonuses

| Races | Humans | Woffen | Crugar | Bronth |
|---|---|---|---|---|
| Human | +0 | +0 | -3 | +3 |
| Woffen | +3 | +0 | -10 | +3 |
| Crugar | -3 | -12 | -1 | -4 |
| Bronth | +0 | +3 | -8 | +0 |
| Blount | +0 | +0 | -4 | +2 |
| Tologra | -3 | +0 | -2 | +0 |
| Thivin | +5 | +3 | +0 | +2 |
| Salu | +0 | +3 | -3 | +2 |
| Acubon | -3 | +0 | -5 | +0 |
| Trarch | -3 | -3 | -3 | +0 |
| Corastin | +0 | +0 | +0 | +2 |
| Croid | -5 | -5 | -5 | -3 |
| Thriddle | +3 | +0 | -3 | +1 |
| Ramian | -5 | -3 | -1 | -8 |
| Cleash | -8 | -8 | -8 | -8 |
| Scarmis | -3 | -3 | -3 | -3 |
| Shanthas | -3 | +0 | +0 | +0 |
| Shanthas respond to Muadra as +3 | | | | |

**Color:** The benefits and uses of this Characteristic are described in depth in Chapter 3, Isho.

**Isho:** The benefits and uses of this Characteristic are described in depth in Chapter 3, Isho.

**Strength:** Characters with a Strength 1 through 5 take penalties, and 16 through 20 take bonuses:

Penalties:
-1 Advantage
-1 Hit
-1 Strength Bonus

Bonuses:
+1 Advantage
+1 Hit
+1 Strength Bonus

A character's strength is used to determine maximum lifting weight, as well as the force of blows imparted in combat. Strength is often used to see if a character has the strength to hold on to something, or to pull something off of them. A high Strength is important for players who engage in a lot of combat.

Characters using Strength against each other in a contest use the following procedure to determine the Rank of the attacker's success. This is useful for tug-of-war, arm-wrestling, or breaking free of a hold (apply a penalty to the defender).

1. Add attacker's Injury Bonus x 10 to his Strength Rank
2. Add defender's Injury Bonus x 10 to his Strength Rank
3. Subtract the defender's number from the attacker's
4. Add 10 to get the Rank for the attacker to succeed.
5. Roll a D20. If the roll is lower than or equal to the number in step 5, the attacker wins.

**Education:** This is the raw knowledge at a character's disposal. It represents the breadth of skills that a character knows. Education is used during game play to see if a character knows an arcane fact or to see if the character can memorize a new fact.

**Learn:** This is the ability of a character to learn from his or her mistakes or experiences, or to figure something out. It relates to abstract thinking skills, not knowledge, which is represented by Education.

**Agility:** Characters with an Agility Rank 1 through 5 take penalties, and 16 through 20 take bonuses:

Penalties: -1 Advantage
-1 Hit

Bonuses: +1 Advantage
+1 Hit

This Characteristic tells how athletic and dexterous a character is. Agility is used in situations where a character has to jump out of the way or move quickly to grab something. It is also used to determine the rate of improvement in athletic skills and melee weapon skills.

When characters compete with athletic skills against each other, they both roll D20 against their own Agility Rank. If both succeed or both fail, roll again. When only one player succeeds, he or she is the victor. Penalize rolls by 1 Rank for each roll made. Thus, after 3 rolls, both characters are taking a Rank penalty of 3. Eventually, one player will win.

Two examples of specific abilities related to Agility are slap hands and crowed maneuver. Neither are skills. They are intrinsic abilities that depend upon a character's Agility Rank for success.

**Speed:** This is the maximum speed at which a character can sprint in yards per round. A round is 2 seconds long, so divide Speed by 2 to get yards per second. In the first round of sprinting, Speed is cut in half (round fractions down). This is an important characteristic when being pursued by a pack of beagre or scragger, or when trying to capture a fleeing opponent. Speed is temporarily reduced when characters suffer wounds. A Superficial wound to the leg reduces speed by 2, a minor wound by 4. Roll against speed to sprint 4 yards per round faster for a period of 3 rounds. This can be done once per day. If a 20 is rolled, you automatically fail.

**Aim:** Aim is used to determine a character's chances of hitting with range weapons such as: arrows, energy weapon, orbs and bolts. It also determines the rate at which a character's skill with a range combat weapon increases. Aim Characteristic is used to determine the benefit of aiming a weapon. For each round of aiming a weapon (2 seconds), roll against Aim Rank. Each success lists a high bonus. If a roll fails, any bonus gained is lost and the character must start over again. Only one roll is allowed per round. The bonuses are:

## Aim Benefits

| Successes | Pistol | Rifle | Dysha | Thrown | Bow |
|---|---|---|---|---|---|
| 1st | +4 | +5 | +4 | +3 | +4 |
| 2nd | +8 | +10 | +6 | +5 | +8 |
| 3rd | +10 | +15 | +7 | +8 | +12 |
| 4th | +12 | +20 | +8 | +10 | +16 |

## Number Of Rounds Of Aiming Allowed

| Allowed Successes | Range Weapon's Familiarity |
|---|---|
| 1 | Unfamiliar |
| 2 | Familiar |
| 3 | Experienced |
| 4 | Seasoned |

**Spot:** Character's often use their Spot Characteristic to determine whether they can see something partially hidden, at extreme range, or just out of the ordinary.

**Listen:** Characters use their Listen Characteristic to see if they can hear something that might otherwise not have drawn their attention.

# BASIC ABILITIES

Now that you have chosen your occupation and have all of your Characteristics, determine your basic abilities using the sections below.

**Size Modifier:** Each race has a size modifier that gives a rough indication as to how large and powerful members of that race are. Record your race's size modifier on your character sheet. Add this number to your Strength Bonus to get your Injury Bonus.

## Size Modifier

| Race | Size Modifier |
|---|---|
| Muadra | -1 |
| Human | +0 |
| Woffen | +0 |
| Crugar | +0 |
| Boccord | +1 |
| Bronth | +2 |

**Maximum Lifting Weight:** This is the weight in pounds that a character can dead-lift and hold for five seconds. After that, a roll against Strength must be made for each additional five seconds.

## Lifting Weight

| Race | Lifting Weight in pounds |
|---|---|
| Muadra | Strength Rank * 10 + 0 |
| Human | Strength Rank * 10 + 100 |
| Woffen | Strength Rank * 10 + 100 |
| Crugar | Strength Rank * 10 + 100 |
| Boccord | Strength Rank * 10 + 200 |
| Bronth | Strength Rank * 10 + 300 |

**Running Speed:** This is the speed in yards per round (a round is 2 seconds) that the character can sprint at. During the first round of sprinting, cut the speed in half.

## Running Speed

| Race | Running speed in yards/round |
|---|---|
| Human | Speed Rank |
| Muadra | Speed Rank |
| Boccord | Speed Rank |
| Bronth | Speed Rank |
| Woffen on 2 Legs | Speed Rank - 2 |
| Woffen on 4 Legs | Speed Rank + 4 |
| Crugar on 2 Legs | Speed Rank + 0 |
| Crugar on 4 Legs | Speed Rank + 6 |
| Woffen cannot run on all fours without ingesting the Gawdieth limilate | |

Note: Woffen and crugar must be on all fours to gain this bonus. Woffen cannot run on all fours for more than a few seconds without ingesting the "Gawdieth" limilate to loosen up their tendons.

**Friends:** This is the number of your close friends. They will be determined in section 5 of this chapter, "Background." Just jot this down in the Friends section of your character sheet. Follow these two steps.

- Add Social Rank + Education Rank
- Divide by 10 (round down)

**Stamina:** Your Stamina is your ability to survive injury without losing consciousness. Stamina starts out initially set out equal to your Constitution Rank. When your character is injured, you will lose Stamina Points. If your Stamina falls below 0, your character may fall unconscious.

**Number of Focuses:** This is one of the most important attributes of a character; it tells the character how many skills he can improve at one time. The greater the number, the more diverse the character can become. This does not affect the rate at which a character improves in any one skill, but rather the number of skills which can be improved.

- Divide Learn Rank by 3 (round down)

**Choosing Focuses:** Characters do not improve with every skill that they use. Generally speaking, only a select group of skills are being improved at a time. These skills make up the player's "Focus."

Pick the skills that you want your character to improve at and record them in the Focus Section of your Character Sheet. Record the skill's Difficulty in the space provided (abbreviated Diff). Write in 0 for the number of Attainment Points with each Focused Skill, and leave blank the *#Times* column. During gaming, Attainment Points will increase until it becomes possible to raise the skill by 1 Rank. All the aspects of improvement are described later in this chapter, under "Improving Skills."

It is usually recommended that you wait until you have selected all of your skills before you select your focuses.

### Practical Knowledge Skills

Everybody has Practical Knowledge skills. These represent everyday things that your character cannot help but know about. Your character's Education x 3 is the number of Rank points with which you use to increase your Practical Knowledge skills. Practical Knowledge skills have a difficulty of *Easy*. They all have an initial Rank of 1 (unless already raised by an occupation) and are listed on the front of your character sheet. Spending one Rank Point raises a Practical Knowledge Skill by 1 Rank. Check to see if they have become a level higher than Unfamiliar as you increase them in Rank.

Education x 3 Rank points

### Common Skills

Everybody has Common skills. They represent everyday things that your character knows how to do. Your character's Education x 3 is the number of Rank points with which you increase your Common Skills. Common skills are all Easy skills. They all have an initial Rank of 1 (unless already raised by an occupation) and are listed on the front of your Character Sheet. Spending one Rank Point raises a Common Skill by 1 Rank. Check to see if they have become a level higher than Unfamiliar as you increase them in Rank.

Education x 3 Rank points

### Athletic Skills

All of your Athletic skills start out at a Rank of Agility/4 (round down). The number of additional Ranks you increase your Athletic skills equals your character's Agility. So, a character with an agility of 13 would begin each Athletic skill at rank 3 (12/4=3), and would have 13 points to increase Ranks with. Check to see if they have become a level higher than Unfamiliar as you increase them in Rank. Always subtract your Agility Bonus from your Rank when determining your level with Athletic Skills. Thus, for the aforementioned character:

## Initial Athletics Sample

| Skill | Starting Rank | Rank after Increases |
|---|---|---|
| Jump | 3 | 3+4 = 7 |
| Climb | 3 | 3+5 = 8 |
| Swim | 3 | 3+4 = 7 |

- Agility/4 Rank points for all
- Agility extra points to spread out

### Extra Skills

The number of extra skills you can take equals your character's Education Rank minus your Occupation's cost in points, multiplied by 3. So, a character with an Education of 11 who chose Militia as his Occupation (cost of 6) would be allowed 15 Skills (Education of 11 - Militia's cost of 6 = 5, 5 x 3 = 15). If this number is negative, (which can happen if you didn't choose one of the pre-generated Characteristics), then the Occupation is not available to that character. He or she may re-roll stats if intent on choosing that occupation.

Spending one such Rank point increases the Rank of the skill by one. An exception is made when you want to spend a Rank point on a skill that you currently have at a Rank of 0. Spending one point raises it to a Familiar Level and Rank. You may not increase any initial skill by more than 5 ranks.

*Players should read Chapter 3, on Ishto learn the other skills which they may choose or increase with these extra skill points.*

## Melee Weapon Rank Modifier

A weapon's Rank is the number (on a D20) needed to hit. Each melee weapon has an Advantage and a Defense modifier. All melee weapons have a Difficulty of "melee" for Ranks and improvement.

For example, a character starting out Familiar with the Axe (a gruesome weapon) has a Rank of 10 (all Melee weapons at Familiar have an initial Rank of 10). The axe is a very slow weapon and suffers an Advantage penalty of -2 to the D20 Advantage roll made every round of a combat. The axe is a poor defensive weapon, and has a Defense penalty of -4. Thus, a character attacking with axe needs a 1 through 10 on his D20 roll to attack, but must roll a 1 through 6 to successfully defend.

Your Attack Rank with a weapon determines your character's Level of competence for everything you do with it. When the Attack Rank of a weapon improves, so does the Defense Rank. They do not need separate Focuses to improve.

### Melee Weapon

| Melee weapon | Bonus for Advantage | Bonus for Defense |
|---|---|---|
| Def w/o weapon | +0 | +0 |
| Advance | +0 | +0 |
| Withdraw | +0 | +0 |
| Fist | +0 | +0 |
| Kick | +0 | +0 |
| Sword | +0 | +0 |
| Knife | +2 | * |
| Staff | +2 | +0 |
| Mace | +0 | -2 |
| Thikes | +2 | * |
| Club | -2 | -2 |
| Axe | -2 | -4 |
| Spear | +0 | -1 |
| Pike | -1 | +0 |
| Halberd | -2 | -1 |
| 2-hand Sword | -1 | -1 |
| Battleaxe | -4 | -4 |
| Morning-star | +0 | -4 |
| Entangle | +0 | +0 |
| Tackle | +0 | +0 |
| Def w/shield | +0 | +3 |

(* use Defend with no weapon for these skills)

### Evades

An evade is an all out attempt to avoid being hit in a dangerous situation. Evades require a roll against Agility. A roll of 1, 2, or 3 on the D20 roll indicates that the character has fallen to the ground, but the evade was still successful. On the round following an Evade, a character's Advantage roll is penalized by 5.

### Advantage Modifier for Experience

Weapons also receive an Advantage Modifier based upon the character's Level of experience with each weapon. Add this bonus to the weapon's Advantage Modifier before rolling Advantage. The higher a character's Advantage bonus, the faster a character can act in combat. Thus, a character Seasoned with the axe would have a bonus of +3 every round to his Advantage roll (+3 = +5 for being Seasoned + -2 Advantage bonus for the axe).

### Advantage Bonus with Melee Weapons

| Level of Experience | Advantage bonus with weapon |
|---|---|
| Unfamiliar | -3 |
| Familiar | +0 |
| Experienced | +3 |
| Seasoned | +5 |

### Range Weapon Rank Modifier

Range Weapon Ranks are added to the hit Rank found on the Range Combat Hit chart. They progress like other skills, either as a Focus, or through miscellaneous Attainment Points. A character's Rank with Range Weapons depends strongly upon his Aim Characteristic.

Look below to see the difficulties for each of the types of Range Weapons.

### Difficulty of Range Weapons

| Weapon | Difficulty |
|---|---|
| Rock | Hard |
| Sling | Hard |
| Bow | Hard |
| Long bow | Hard |
| Cross bow | Moderate |
| Pistol | Moderate |
| Rifle | Moderate |
| Dysha | Moderate |

Write down the character's Aim Rank divided by 4 (round down) in the space on the Character Sheet labeled "Aim Bonus." Add this rank to all of your Range Combat skills. To determine your Level with a Range Combat skill, subtract your Aim Bonus from your Rank and look it up on the Skill Ranks table.

For example, a character with an Aim of 15 who was Unfamiliar with pistols would have a base Rank of 0 for pistols (Moderately difficult skills have a Rank of 0 at Unfamiliar), to which he would add his Aim Bonus of +3 (An Aim of 15/4 rounds down to 3), giving him a +3 Rank for all range weapons. This +3 is added to Hit Ranks found on the Range Combat chart to find the actual Rank needed to hit a target. Once a character progresses to rank +7, he will be Familiar (subtracting his Aim Bonus of 3 from his Rank of 7 gives 4, which the Skill Ranks table indicates is Familiar with a Moderate skill).

# OCCUPATIONAL CLASSES

For the following occupations, it is assumed that characters are not so overwhelmed by their occupation that they can't take some time out for adventuring or to this. For example, a Militia character is an ex-militia character, otherwise he'd only be involved in military campaigns. Feel free to modify these occupations to suit your situation. Just remember to clear any changes with your Sholari.

Each of the characters presented in this section is but one example of an individual of that Occupational Type. Your character will also be an individual, made unique by your own blend of motivations, memories, and ambitions.

| Dyte Punk | | Cost | 5 |
|---|---|---|---|
| Extra Characteristic Points | +2 | Max Social | 8 |
| Extra Skill Rank Points | +3 | Min Isho | 11 |
| | | Min Color | 10 |

Dyte punks are the products of lower class neighborhoods. They exist in numbers in most of the muadra sections of Ardoth and the other large Burdothian cities. They are rebellious and will openly threaten humans and boccords who are in the wrong side of town. They usually form into gangs that war with each other for territory. They are also likely to be involved with illegal activities. A dyte background may have detrimental effects in one's Drenn test (assuming your past isn't hidden.) Dytes are usually angry at someone, something, or everything.

Skills Gained:

- Add 2D6 to Isho points.
- Desti moon skill at Experienced.
- Experienced with Lightning Blast.
- Familiar with Frost Bolt. No other dysha skill can be above rank 4.
- Underground Info at Experienced.
- Hide at Familiar.
- Knife at Familiar.

Choose 1, roll 6=Another

- Getting Around at Experienced.
- Fasttalk at Experienced.
- Caji Etiquette at Familiar.
- Current Events at Familiar.

| Garrett | | | | | Muadra |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 11 | Speed | 14 |
| Social | 7 | Education | 9 | Aim | 10 |
| Color | 14 | Learn | 11 | Spot | 14 |
| Isho | 15 | Agility | 14 | Listen | 13 |

Garrett had been surviving on the streets of Ardoth since his 12th birthday some 6 years ago. He ran with the Lords of Power, a dyte band which claimed a section of the Open Isho area as their turf. For a while, it was fun to throw energy at the larger humans. Garrett and his friends would always aim their dyshas to just miss them, so as to frighten their targets into giving them money. It usually worked, except last night when they ran into a man who could disrupt their lightning blasts as quickly as they could weave them. With a grin, the man whipped out a blaster and his friend Jarl's head exploded. Garrett knows the only way to truly get revenge is to become Drenn first, and then go after this man.

| Sherja (Thike Fighter) | | Cost | 8 |
|---|---|---|---|
| Extra Characteristic Points | +3 | Min Speed | 13 |
| Extra Skill Rank Points | +3 | Min Strength | 13 |
| | | Min Agility | 13 |
| | | Min Constitution | 13 |

"Sherja" (thike fighters) are gladiatorial sportsmen found in the teeming cesspool of the city of Auklin, where this sport is played. Life for the sherja is fast, and death is always imminent. Sherja wear only leather jerkins, and disdain higher forms of armor as it limits their agility and movement. Thike fighting is a skill involving lightning-quick slashes coupled with evasive maneuvers. Sherja are hardened individuals who have trouble forming lasting relationships. Most of them are convicted Auklin diyorda who have chosen to fight in the Pit rather than be executed. Another popular thike sport features Sherja/Beagre matches: one Sherja is pitted against several infected or diseased beagre.

Skills Gained:

- Thike at Seasoned.
- Fist and Kick at Experienced.
- Defend with no weapon Experienced.
- Tackle at Experienced.
- Underground Info at Familiar.
- Fasttalk at Familiar.
- Athletics skills at +1.

| Lavis | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 16 | Strength | 17 | Speed | 13 |
| Social | 10 | Education | 10 | Aim | 16 |
| Color | 9 | Learn | 10 | Spot | 11 |
| Isho | 9 | Agility | 16 | Listen | 11 |

The last of the three beagre fell off his left thike to slump slowly onto the ground. Its chest had been ripped out by a powerful left hook. Lavis lifted his head up to look at the crowd wildly cheering and screaming his name. Sweat and beagre blood dripped down his heaving naked chest. He thought, "Scum. I hate you all." The pit's door opened and the extremely fat announcer gingerly stepped over the festering beagre bodies to raise Lavis' hand and declare him victor. As Lavis exited the pit into the dank and smelly hallway to the changing rooms, he saw his manager Riltha fingering a handful of crystals. "Well, Lavis, looks like tonight finally paid off your debt. You're a free man. Want to keep fighting? With a talent like yours, you could make lots of money." Lavis looked at him, spit, and then continued past. "Well, where are you going to go? Huh?," Riltha grunted. "You'll be back soon enough beggin' me ta book you into a slot." Lavis turned and grinned the grin he reserved for opponents about to be defeated. "Actually, I'm going to Ardoth," he said.

| Gloundan Shadow Warrior | | Cost | 10 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Strength | 13 |
| Extra Characteristic Points | +3 | Min Agility | 12 |
| | | Min Constitution | 11 |
| | | Min Spot | 12 |

Gloundans are humans who have lived in the Glounda region for centuries. They are regarded as excellent fighters and are employed by the Ardothian government as commandos. They are also used as teachers of Sis-nuan to Ardothian Elite troops. Gloundans rarely leave their forest. They prefer close combat, and shun the use of the heavier longbow and crossbow. Gloundans speak Entren with an unusual, languid accent. They have been known to break into cluslum whistle-chants when on the march. They have excellent flora and fauna recognition.

Skills Gained:

- Sis-naun (Gloundan Martial Art) confers the following benefits:
  Fist and Kick at Experienced.
  +1 damage with Fist
  +1 damage with Kick
  Defend W/O weapon at Seasoned.
- Sis-ganj (Gloundan multi-bladed throwing knife) at Experienced. Treat as Throwing Knife +1 damage.
- Thombo at Experienced.
- All Athletics +2.
- Military Etiquette at Experienced.
- Familiar with 1 weapon.
- Flora and Fauna Recognition at Experienced
- Move silently at Seasoned
- Conceal Self at Experienced.
- Tracking at Experienced.
- Wilderness Travel at Experienced.
- Performing Arts (whistling) at Familiar.

| Mintak | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 17 | Strength | 13 | Speed | 16 |
| Social | 11 | Education | 9 | Aim | 14 |
| Color | 9 | Learn | 12 | Spot | 16 |
| Isho | 11 | Agility | 16 | Listen | 16 |

Mintak the Quiet had stalked the tarro for several hours. Wild tarro were less trustful than domesticated ones the bronth kept. When he was ready for the kill, he would swoop down upon the creature with near supernatural speed and silence, and break its back with one quick handchop to the spine. Mintak thought about the process as he prepared himself, "Hunting this way is relaxing, natural. Not like using boxes which spit out the Light of Death. No sport. But still, interesting. Perhaps I, too, should learn the ways of this weapon. A good warrior should know all weapons."

| Ex-militia | | Cost | 6 |
|---|---|---|---|
| Extra Characteristic Points | +3 | Min Agility | 10 |
| Extra Skill Rank Points | +3 | Min Strength | 10 |
| | | Min Constitution | 10 |
| | | Min Speed | 10 |

Militia duty is dangerous, but not as dangerous as being in the Burdothian Military. Militia personnel get shuffled around the realm, sometimes serving as support for the main military. Basic competency with sword weapons and a pole-arm are a given, but some militiamen and women are given the chance to experience the firepower of the Dharsage's Earth-Tec arsenal. This is strictly a recruiting tactic for the military organizations. Militia forces are kept clear of the really secretive installations. Through all their travels, militia characters pick up a number of wilderness skills.

Skills Gained:

- Familiar with knife
- Familiar with fist

Pick One Of These, D6=6 Gives Another:

- Familiar with sword
- Familiar with 2-handed sword
- Familiar with pike
- Familiar with halberd
- Familiar with spear

If A Sword Was Chosen:

- Familiar with shield

All Of These:

- Familiar with Conceal self
- Familiar with Cook
- Familiar with First aid
- Familiar with Foraging
- Familiar with Wilderness Travel
- Familiar with Silent Movement
- Familiar with Set traps
- Familiar with Tracking
- Experienced with Set Up Camp.
- Experienced with Military Etiquette.
- Experienced with Written Entren.
- Experienced with Earth-Tec.

Pick 1 Of The Following, D6=6 Gives another:

- Familiar with Energy Weapons
- Familiar with Thombo Riding
- Familiar with Bochigon Riding
- Familiar with Talmaron Riding

| Sorn Bedarkis | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 13 | Speed | 11 |
| Social | 10 | Education | 10 | Aim | 12 |
| Color | 8 | Learn | 9 | Spot | 12 |
| Isho | 12 | Agility | 13 | Listen | 11 |

Sorn Bedarkis just finished his tour in the militia. He's back in Ardoth, living in an apartment in Sobrinth, waiting to become Tauther. He's had a lot of close calls the past three years; the worst was with those shirm-eh runners near Sydra. He still has the scar on his neck from the Lightning Strike bolt he nearly swallowed. Stationed in Glounda for six months, he'd gotten to know a few people, and wants to visit again. He was crazy about their "sogger pie," the smell of which alone usually drives people out of Glounda. Sorn got close to the East Trinnu Jungle Lands on duty in Miedrinth, but the limilate runners his squad chased gave themselves up when they saw a pack of scragger waiting for them at the Jungle's edge.

| Burdothian Military (infantry) | | Cost | 8 |
|---|---|---|---|
| Extra rank Points | +3 | Min Constitution | 12 |
| Extra Skill Points | +3 | Min Strength | 12 |
| | | Min Agility | 10 |
| | | Min Speed | 10 |

Enlisting in the infantry branch of the Burdothian military makes a character highly competent in most combat skills. Tours of duty usually include being stationed in South Khodre, and making border runs into Temauntro (giving the character Crugar language skills) Members of the Burdothian Military are always ready for travel while in the service, but the reserve clause in their papers allows them to be drafted for up to five years after their

hitch has ended. In the current volatile political climate, reservists have been dragged off to tiny islands and otherwise forsaken outposts for reasons unknown. The Burdothian military is engaged in a lot of active recon these days.

Skills Gained:

- Familiar with knife
- Familiar with fist
- Familiar with Conceal self
- Familiar with Cook
- Familiar with First aid
- Familiar with Foraging
- Familiar with Wilderness Travel
- Familiar with Silent Movement
- Familiar with Set traps
- Familiar with Tracking
- Experienced with Set Up Camp.
- Experienced with Military Etiquette.
- Experienced with Written Entren.
- Experienced with Earth-Tec in Practical Knowledge.

Pick Three Of These, D6=6 Gives Another:

- Familiar with sword
- Familiar with 2-handed sword
- Familiar with pike
- Familiar with halberd
- Familiar with spear

If A Sword Was Chosen

- Familiar with shield

Pick 1 Of The Following, Each 6 On A D6 Gives One More:

- Familiar with Energy Weapons
- Familiar with Thombo Riding
- Familiar with Bochigon Riding
- Familiar with Talmaron Riding

| Bonthir Tannhall | | | | | Boccord |
|---|---|---|---|---|---|
| Constitution | 15 | Strength | 15 | Speed | 10 |
| Social | 13 | Education | 12 | Aim | 13 |
| Color | 11 | Learn | 11 | Spot | 10 |
| Isho | 6 | Agility | 14 | Listen | 13 |

Bonthir Tannhall looked at the military barracks one last time as he headed out. "I can't believe it's over," he thought. It was only 8 years since he had enlisted in the militia, in the Talmaron Air Calvary Unit. He instinctively looked skyward and saw one of the daily patrols taking a slow curve above the Palace. "Talmarons. What grace and beauty," he thought. The urge to get back on one almost made him re-enlist then and there. "Not yet," he muttered, causing several passing thriddle to stop and try to eavesdrop. "When I'm rich and Drenn then I'll own and raise talmaron." Bonthir's eyes turned toward the Cryshell Citadel and with a quick intake of breath he spun on his heels and headed straight for it.

Those entering the Burdothian Military do not enroll in the militia for 3 years part time; they go straight into the military. They receive all of the standard training, but additionally gain one of the following groups:

### Infantry:

- Experienced with a pole-arm weapon and a sword weapon.
- Experienced with shield.

Caji Infantry

- Must have Color of at least 13
- Must have all of the following at Rank 5 or above: Ebba, Gobey, Launtra.
- Familiar with Power Orb
- Familiar with Shield
- Familiar with Wall
- Familiar with Healer
- Familiar with Night Eyes
- Isho Points are doubled.

Archer

- +3 skill levels to bow, long bow and cross-bow.

Cavalry

- Experienced with Animal Handling thombos
- Experienced with Animal Handling horses
- Experienced with Animal Handling bochigon
- Experienced with one pole-arm

Talmaron Unit

- Experienced at handling talmaron
- +2 range combat skill with bows

Marine

- Swim +6
- Experienced with one sword weapon.

| Caji | | Cost | 7 |
|---|---|---|---|
| Extra Characteristic Points | +1 | Min Color | 14 |
| Extra Skill Rank Points | +0 | Min Isho | 14 |
| | | Min Aim | 10 |
| | | Min Learn | 10 |

Caji are muadra who have invested the time and effort needed to learn to control and shape Isho. While all muadra in civilized areas know how to kern properly, not all know the processes and control necessary to weave a naull, orb, or bolt. Caji usually haunt kerning bays. They exhibit a strong drive to learn more about the energy that is their birthright to control. Caji usually train as a side hobby, with another job to support their activities.

Skills Gained:

- 2 Moon skills at Experienced
- 3 moon skills at Familiar
- 2 dyshas at Experienced
- 4 dyshas at Familiar
- +1 to aim rank.
- +3D6 to Isho.
- +2D6 to Color.
- Caji Etiquette at Experienced

Choose 1 of the following, D6=6 for another.

- Isho Weather at Familiar
- Bureaucracy at Familiar
- Moons-Astronomy at Familiar
- 1 Weapon at Familiar

| Shar Getrin | | | | | Muadra |
|---|---|---|---|---|---|
| Constitution | 10 | Strength | 8 | Speed | 8 |
| Social | 13 | Education | 16 | Aim | 14 |
| Color | 18 | Learn | 12 | Spot | 11 |
| Isho | 16 | Agility | 9 | Listen | 13 |

Shar Getrin has studied under various Caji masters in every kerning bay in Ardoth. Currently, she spends her time practicing Shal after-hours with Hishtin Alec Blackard at the Bolpey kerning bay. (Bay rules prohibit the teaching of that Isho discipline). She lives in the Open Isho area of Leysis, and is a very active proponent of muadra rights. She feels that muadra should not be discriminated against, and has even participated in several peaceful demonstrations. She is becoming tauther in the hopes that once Drenn, she can begin to initiate changes in Ardoth for the betterment of the muadra people.

| Jungle-runners "Jers" | | Cost | 9 |
|---|---|---|---|
| Extra Characteristic Points | 3 | Min Strength | 13 |
| Extra Skill Rank Points | 2 | Min Speed | 13 |
| | | Min Spot | 13 |
| | | Min Listen | 13 |

Jungle-runners ("jers") are adventurous men and women who brave the constant dangers of the Trinnu jungle lands for profit and enjoyment. Jers are noted for their innate sense of the Jungle Land. Local legend states that a true jer has been embraced by the spirit of the jungle, and can become one with it. Jers are hired on as expedition guides, limilate gatherers, or as hunters. They prize independence and generally do not travel in large groups. A jer's pay depends upon his notoriety. Jers think of themselves as part of a loose brotherhood, with their own internal codes of conduct. They look upon most others with a distant disdain.

Skill Gained:

- Flora at Experienced
- Fauna at Experienced
- Sword at Experienced
- Crossbow at Familiar
- Weather at Familiar
- Silent Move at Experienced
- Conceal self at Familiar
- First aid at Familiar
- Climb at +2

Choose 2, roll D6=6 for another

- Thikes at Familiar
- Limilates at Experienced
- Geography at Familiar
- Language spoken cleash
- Set Traps at Experienced
- Tracking at Experienced
- Cooking at Familiar
- Foraging at Familiar
- Muadra Interaction and Etiquette at Familiar

| Johan Marxam | | | | | Boccord |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 15 | Speed | 14 |
| Social | 13 | Education | 11 | Aim | 10 |
| Color | 13 | Learn | 8 | Spot | 15 |
| Isho | 11 | Agility | 13 | Listen | 15 |

Johan Marxam grew up in Miedrinth. At his first opportunity he left home to become a jer. Johan believes in being the best at everything he does. When he became a jer, he devoted his entire energy into becoming one of the best known, most sought after, and highest priced jers in the area. When he is in the jungle he is truly one with it. He can feel its lifepulse flowing and ebbing. For him, it is ridiculously easy to tell when the lumbering cleash are in the area. Even in his life as a high-priced jer, Johan was depressed, without really knowing it, because he did not have a new goal. Then one of his friends decided to travel to Ardoth to try to become Drenn. Drennship. It was something he had never really considered before. But now, for Johan, the title he wants is Kesht.

| Merchant | | Cost | 5 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Social | 12 |
| Extra Characteristic Points | +0 | Min Listen | 10 |
| | | Min Spot | 10 |

Merchants are those who engage in some aspect of the shipping, trading, and/or retail selling of goods. Merchants can be of any race, although humans and thivin seem to have the highest natural inclination for this field. The trait most merchants share is that of keeping an eye on the bottom-line. Depending on their specific jobs, merchants utilize different skills. Most merchants, however, have a good grasp of proper social etiquette and bargaining skills.

Skills Gained:

- Bargaining at Experienced
- Fasttalk at Familiar
- Arithmetic at Experienced
- Etiquette and interaction in two races at Experienced
- Etiquette in Thiven at Experienced
- Knife at Familiar

Choose 1 get another on 5-6

- Bribe Bureaucracy at Experienced
- Current Events at Experienced
- Mathematics at Experienced
- Language at Experienced

| Chaln Chur | | | | | Cygra |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 8 | Speed | 14 |
| Social | 16 | Education | 15 | Aim | 12 |
| Color | 12 | Learn | 16 | Spot | 16 |
| Isho | 8 | Agility | 9 | Listen | 14 |

Chaln Chur preened her white fur. A cygra born in Ardoth, she had been the purchasing agent and account executive for Enterprise Imports going on seven years. Enterprise had been importing several items from Temauntro, but recent trade disagreements brought instability into the company. In her search for a new position, she met with considerable resistance. Sometimes, it was all she could do to keep her composure in the face of blatant prejudice. Chaln quietly contemplated her options. "Perhaps," she thought, "I could be Drenn. Then I could run my own business and they would give me respect."

| Learsis (healer) | | Cost | 6 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Education | 12 |
| Extra Characteristic Points | +2 | Social | 10 |
| | | Min Learn | 12 |

"Learsis," or healers, have worked in or run an "enclep" (place of healing). Learsis take several tests and an oath before being licensed by the local government to open or be employed by an enclep. Cities have different standards the candidates must meet, but all require the same oath. Ardoth has the toughest requirements. Muadra who are healers and wish to use Launtra dyshas professionally must obtain a special permit to do so. Learsis are accorded special respect by the general populace. Learsis are capable of treating all wounded intelligent creatures.

Skill Gained:

- Medicine at Experienced
- Limilates at Experienced
- First Aid at Seasoned
- Interaction at +2 for all human and Iscin races.
- Muadra get Healer Dysha at Experienced

Choose 1 get others on a 6.

- Launtra moon skill at Familiar
- Information Search at Familiar
- Biology at Familiar
- Earth-tec at Familiar

| Molver Jolli | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 10 | Strength | 12 | Speed | 9 |
| Social | 14 | Education | 15 | Aim | 9 |
| Color | 7 | Learn | 17 | Spot | 14 |
| Isho | 12 | Agility | 8 | Listen | 12 |

Molver Jolli wiped the sweat from his eyes. The surgery on the young boccord boy's leg had gone on for 2 hours. Two hours too long, he thought as he looked at the ripped and twisted limb. "Save the leg," the boy's father had pleaded. The boy had just looked at him, tears in eyes, and said, "I just want to run again." Cripples did not have a pleasant life ahead of them, he knew. Yet for all Molver's skill and knowledge, the damage to the boy's leg was too severe. It had almost been ripped off when a maddened bochigon had stepped on it. Molver called upon his Caji friend Ginz, to support his efforts with a Healer dysha but that had not helped much. The leg would never function properly. Molver looked out his window, the sobs of the parents ringing in his ears. He could see across the city to the Dharsage Palace, bright flags and banners whipping in the Mullin wind, and thought, "I will have the earth-tec. I will NOT let THIS happen again."

| Entris (translator) | | Cost | 11 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Education | 10 |
| Extra Characteristic Points | +1 | Min Learn | 10 |
| | | Social | 12 |

"Entris," or translators, hold a respectable niche in Jorune society. Like thriddle, they can translate between many different languages. They also have a grasp on the etiquette and interaction of a multitude of races. Being an Entris is the first step to becoming a Dharsage diplomat. To be a diplomat, one must also be a Drenn. An entris must hold himself and his actions above reproach because honesty and trustworthiness are a translator's most valuable traits, second to his language skills. Some translators specialize in written, as opposed to spoken, translation.

Skills Gained:

- 1 Language/Etiquette/Interaction at Seasoned.
- 2 Language/Etiquette/Interaction at Experienced
- 2 Language/Etiquette/Interaction at Familiar
- Entren at Seasoned.
- Thriddle at Experienced
- Note: written translators get the above in written languages and only get 3 Etiquette/Interaction at Experienced
- Writing at Familiar

Choose 2, roll D6=6 for another

- Current events at Seasoned
- History at Experienced
- Bureaucracy at Familiar
- Oration at Familiar
- Information Search at Familiar
- Geography at Familiar
- Contacts at Familiar
- Writing at Familiar

| Jula Lonthirm | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 9 | Strength | 11 | Speed | 12 |
| Social | 17 | Education | 16 | Aim | 11 |
| Color | 11 | Learn | 15 | Spot | 10 |
| Isho | 11 | Agility | 8 | Listen | 13 |

Jula Lonthirm had studied long and hard under various thriddle fadri. She learned much from the thriddle, much more than language skills. She learned the art of listening. And remembering. It was their secret, she knew. Many thought of thriddle as silly creatures useful only for obtaining information. She knew differently. "Do not be fooled by their humorously clumsy gait. Nor by their physically slightness. The thriddle are more than they appear," she had told a classmate. He had just laughed and called her crazy. "Fadri Somho, I do not know yet but I will find out what you're up to," she thought.

| Condrij | | Cost | 9 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Strength | 13 |
| Extra Characteristic Points | +3 | Min Constitution | 12 |
| | | Min Agility | 11 |

Condrij are swords-for-hire, mercenary fighters who were once professional militiamen. Most condrij are employed as guards on merchant caravans, warehouse guards, or as personal bodyguards. Condrij keep their military skills honed for use in their new positions. Their attention to orders and duties make condrij valuable to a merchant. True condrij dislike, sometimes violently, those condrij who were never in the military, calling them rogues. Condrij like to wear patches and other insignia from their former military units.

Skills Gained:

- Military Etiquette at Experienced
- Search at Familiar
- Hide at Familiar
- Fist, Kick, def w/o weapon at Experienced
- 2 weapons at Experienced
- All athletic skills at +1
- First Aid at Familiar
- 1 contact still in the military

Choose 1 and 6 gets another

- Sailing skills at Familiar
- Gaming at Familiar
- Pistol at Familiar
- Corastin Interaction at Familiar
- Bargain at Familiar
- Drinking at Experienced

| Justin Haglef | | | | | Boccord |
|---|---|---|---|---|---|
| Constitution | 14 | Strength | 14 | Speed | 12 |
| Social | 13 | Education | 10 | Aim | 13 |
| Color | 12 | Learn | 13 | Spot | 10 |
| Isho | 12 | Agility | 13 | Listen | 13 |

Justin Haglef stared hard as the merchant turned away from him and greeted his competitor. "Damn rogue," he thought as he gritted his teeth, grinding them every so slightly. The merchant looked genuinely interested as his rival declared his prices. Justin grunted, and threw the rest of his mallmis down his throat. When he put the mug down, he saw the merchant making his way out of the illidge with the other man. "Ya get what ya pay for," he muttered under his breath. Business had been falling off greatly since last year. More and more rogue condrij were under-cutting the true professionals on pricing. "Well, I still know some mates, back in the old Unit. Maybe they could fix me up," Justin thought as he stomped out of the illidge and towards the Citadel.

*Notes on Rogue Condrij:*

Rogue condrij were never in the military. They learned their fighting techniques on the streets. They are rougher, sloppier, less respectful, and less trustworthy than true condrij. However, they are usually cheaper (a great plus in many a merchant's eye).

Skills Gained:

- Everything a Condrij gets except Military Etiquette, the military contacts, and First Aid.
- They receive Current Events and Bargain at Familiar

Choose 1, and another on a D6=6

- Contacts at Familiar
- Underground Info at Familiar
- Stalk at Familiar
- Gaming at Familiar
- Drinking at Familiar
- 1 Language (spoken) at Familiar

| Beaster | | Cost | 8 |
|---|---|---|---|
| Extra Skill Rank Points | +3 | Min Color | 10 |
| Extra Characteristic Points | +3 | Min Speed | 12 |
| | | Min Strength | 12 |
| | | Min Agility | 12 |

Beasters have an innate affinity for creatures of all origins. Some beasters use their talents to stalk and capture specimens for zoos, Iscin research centers, businesses, and private collections. Others are hired to tame and manage such creatures. Beasters almost always travel with at least one pet. They generally prefer tarro. Tarro taming has kept food on many a beaster's table.

Skills Gained:

- Conceal Self at Experienced
- Tracking at Experienced
- Fauna Recognition at Experienced
- First Aid (creature) at Familiar
- Wilderness travel at Familiar
- Sword at Experienced

Choose 1 at Seasoned and 2 at Experienced

- Talmaron
- Bochigon
- Horse
- Tarro
- Thombo

Choose 1, D6=6 grants another

- Flora Recognition at Experienced
- Weather at Familiar
- First Aid at Familiar
- Gaming at Familiar
- Bargaining at Experienced

| Draken | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 14 | Strength | 12 | Speed | 12 |
| Social | 11 | Education | 12 | Aim | 14 |
| Color | 14 | Learn | 11 | Spot | 13 |
| Isho | 12 | Agility | 14 | Listen | 12 |

Draken ducked under a glispeen branch as he raced and leaped over the tree's exposed root system. "Quicker!," his mind screamed. A roar loud enough to cause his eardrums pain originated behind him. The sound of trees crashing together was closer to him than before. Draken looked around and saw a frightened group of tarro. He darted in their direction. Once among them, he calmed himself and quickly shifted his signature. After only a moments rest, he reeled away as the glispeen tree exploded into a thousand shards, smoking and steaming from an intense Lightning Strike. The screetching of Tarro filled his ears, but could not drown out the next intense roar. He could feel it take on a presence behind him. Suddenly he heard the death cry of a Tarro that had run in the opposite direction. With a gasp of relief, Draken saw his ruse had worked. "Last time I hunt corondon without an energy weapon," he thought.

| Thombocs | | Cost | 6 |
|---|---|---|---|
| Extra Skill Rank Points | +1 | | |
| Extra Characteristic Points | +2 | | |

Thombocs are beasters specializing in the herding and management of thombos. They are found in great numbers in the Stocks and Dryce neighborhoods of Ardoth, and anywhere else thombos are raised. Thombocs tend to be colorful in deed, dress, and language. They are very rowdy, liking to ride hard and play hard. They tend to give new thombocs a hard time until they have proven themselves on a ride. Recently, thombocs have also taken to handling bochigon and lothern.

Skills Gained:

- Thombo handling at Seasoned
- Gaming at Familiar
- Drinking at Familiar
- Knife at Experienced
- Fist at Experienced
- Bochigon Handling at Familiar
- 1 Weapon skill at Familiar

Choose 1, D6=6 grants another:

- Horse handling at Familiar
- Creature care at Familiar
- Cooking at Experienced

| Sal Valentine | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 14 | Strength | 13 | Speed | 9 |
| Social | 11 | Education | 10 | Aim | 11 |
| Color | 12 | Learn | 11 | Spot | 15 |
| Isho | 11 | Agility | 11 | Listen | 13 |

Sal Valentine sat high in the saddle and watched the herd of lumbering thombos quiet down for the evening. They had finished their grazing and were beginning a contented sleep. Somewhere in the distance, Sal saw the dim light of the campfire and heard the soft sound of whosins being played by Slim, a fellow thomboc. The stars lit up the night sky. The silver moon, Tra, and the red moon, Desti, were hovering low on the horizon. "We came from up there," thought Sal as he gazed at the stars. "From which one, I wonder?" A moment later he heard the inviting "Whoop!" from the direction of the fire. His reverie broken, Sal pulled on the reins, patted his thombo on the shoulder and said, "Come on, gal. Time for bryitts and restin'. Take us on back." And the thombo began his slow pace towards the campfire.

| Sailor | | Cost | 6 |
|---|---|---|---|
| Extra Skill Rank Points | +1 | | |
| Extra Characteristic Points | +2 | | |

Sailors have lived and sailed upon Jorune's vast seas and oceans. They have seen places and things which most people only hear of in stories at the local illidge. Sailors are hardy people who sometimes prefer the subtle movement of the water to the stillness of land.

Skill Gained:.

- Sailing Skills at Experienced
- Knife at Familiar
- Geography at Experienced
- Swim +3
- Climb Rope +2
- 2 Languages (spoken) at Familiar

Choose 1 get another on a 6

- Shipwright at Familiar
- Drinking at Experienced
- Acubon Interaction at Experienced
- Salu Interaction at Experienced
- Storytelling at Familiar

| Bors Nehr | | | | | Bronth |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 13 | Speed | 11 |
| Social | 11 | Education | 9 | Aim | 13 |
| Color | 10 | Learn | 13 | Spot | 16 |
| Isho | 12 | Agility | 14 | Listen | 11 |

Bors Nehr clicked his claws along the railing of "Harsh Spire", the Salu Chassis he had served on for the last 3 years. The Ardothian port was extremely busy today, so the docking had been delayed. He looked at his soon-to-be former shipmates and growled his irritation at feeling sad about their coming separation. "But this is something I must do," he thought. "I promised Sire I would become Drenn. In his memory, I will delay no longer. May you rest peaceful." Bors offered up a silent prayer for his father as the dock worker signaled their ship to an open berth.

| Toth (city) | Cost | 3 |
|---|---|---|
| Extra Skill Rank Points (none) | | |
| Extra Characteristic Points (none) | | |

Toth are the normal everyday inhabitants of Jorune. The ones who go to work everyday and go home every night. They do not have any special background except the basic city skills which every inhabitant picks up. They are not usually interested in risking their lives life in a foolish adventure. However, sometimes a hero does arise.

Skill Gained:

- Crowd Maneuver +2
- Getting Around at Experienced
- Current Events at Experienced
- Weather at Familiar

| Klerstin Gorm | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 11 |
| Social | 13 | Education | 13 | Aim | 10 |
| Color | 10 | Learn | 13 | Spot | 10 |
| Isho | 9 | Agility | 11 | Listen | 10 |

Klerstin Gorm went to work everyday. He came home every evening. He and his wife sometimes sat and played a friendly game of mayoo with the next door neighbors. It was quite peaceful and Klerstin did not have any troubles. But everyday he would see the hopeful faces of tauther walking up the Manser Strip towards the citadel. He would see them in both victory and defeat. But in their faces he saw life, a life that made his existence seem as nothing. So one evening, as he and his wife sat on their porch listening to the night sounds, he turned to her and said, "Honey, tomorrow you can start covering the shop. I'm going to become a tauther." His wife's mouth dropped open in surprise and let loose a stream of arguments. But Klerstin wasn't listening. He didn't have to. He was free.

| Toth (country) | Cost | 3 |
|---|---|---|
| Extra Skill Rank Points: none | Min Strength | 10 |
| Extra Characteristic Points: none | | |

Toth are normal, everyday people. Country toth live life close to the soil, often as farmers. Most never see sights more than 10 miles from their birthplace. They tend to be direct, with more than a normal dose of common sense. The idea of life in a major city is disturbing to them and they prefer not to spend much time in places bigger than where they live.

Skills Gained:

- Farming at Experienced
- Weather at Familiar
- Wilderness Travel at Familiar
- Thombo handling at Familiar

| Perphonia Wellshim | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 9 | Speed | 10 |
| Social | 11 | Education | 11 | Aim | 11 |
| Color | 9 | Learn | 13 | Spot | 12 |
| Isho | 10 | Agility | 12 | Listen | 11 |

Perphonia Wellshim bounced her baby sister on her knee. The sounds of coditch harvesting and shucking filled the afternoon. It had been three months since Jarred had gone to Ardoth to become one of those Drenns. There had been no word. But Perphonia could not forget the fire in his eyes as he talked about moons, and guns, and monsters. A fire Perphonia had feared would get him killed. Although this was a fate she did not care to dwell upon, the idea of seeing all those things he had been talking about became more and more enticing. As she bounced Biffonia on her knee, she decided that he had not needed to set out alone. Perhaps there was time to join him. If not, she now felt ready to set off for Ardoth to pursue her own path to Drennship. And she smiled.

| Shast | | Cost | 6 |
|---|---|---|---|
| Extra Skill Rank Points | +1 | Social | 13 |
| Extra Characteristic Points | +2 | Min Listen | 10 |
| | | Min Spot | 10 |

Shasts are the innkeepers of Jorune. They run the incleps (inns and boarding houses) and the illidges (bars). They interact well with all the different races of Jorune. Shasts are known for their endearing personalities and their capacity for patience. Many a shast has spent a long night with a drunken customer and his endlessly sad story.

Skills Gained:

- Drinking at Familiar
- Arithmetic at Familiar
- Military Etiquette at Familiar
- Woffen Lang (spoken) at Familiar
- Woffen Interaction and Etiquette at Familiar
- Club at Experienced
- Current Events at Experienced
- Etiquette/Interaction at +2 with the following Crugar, Bronth, Human.

Choose 1, D6=6 grants another:

- Gaming at Familiar
- Fasttalk at Familiar
- Bribery at Familiar
- Philosophy at Familiar
- Underground Info at Familiar
- 1 Language at Familiar

| Oberlin Wessly | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 11 | Speed | 11 |
| Social | 13 | Education | 12 | Aim | 9 |
| Color | 10 | Learn | 14 | Spot | 13 |
| Isho | 10 | Agility | 11 | Listen | 11 |

Oberlin Wessly had owned and operated the "Beagre's Best" illidge in Oiders for nearly 15 years. Throughout that time he had learned, usually the hard way, how to deal with the various races. What they liked to drink, what they did not like to eat, how to calm down an upset crugar, etc. This Crith (the winter season), a fire had burned his establishment to the ground. Oberlin suspected foul play, but the kim had looked into the matter briefly and then dismissed the case as unsolvable. This has not sat too well with Oberlin. He does not know what a man of his age can do, but he is willing to try anything.

| Yiordeh (private detective) | | Cost | 10 |
|---|---|---|---|
| Extra Skill Rank Points | +1 | Min Spot | 13 |
| Extra Characteristic Points | +2 | | |

Yiordeh are private investigators. They tend to have been yords at some point in their checkered pasts. They hire themselves out to investigate whatever their client requests. Most stand by their code of confidentiality when it comes to their clients, and will refuse to reveal their employers even in court. Most yords do not like Yiordeh, and do not keep this opinion to themselves. Many people regard the yiordeh with some suspicion and distrust. However, none of this usually phases them. They enjoy the unstructured lifestyle of a necessary outcast.

Skills Gained:

- Underground Info at Experienced
- Fasttalk at Experienced
- Bribe at Familiar
- Information Search at Experienced
- Getting Around at Familiar
- Hide at Familiar
- Tail at Experienced
- Sword at Familiar
- Knife at Experienced
- Fist at Familiar

Choose 1, D6=6 grants another:

- Gaming at Familiar
- Contacts at Familiar
- Bureaucracy at Familiar
- Current Events at Familiar
- Crowd Maneuver at +1
- Pick Locks at Familiar

| Somma Drith | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 12 | Speed | 14 |
| Social | 11 | Education | 11 | Aim | 14 |
| Color | 12 | Learn | 14 | Spot | 13 |
| Isho | 14 | Agility | 15 | Listen | 15 |

Somma Drith liked to tail her subject. She found the subtleties of an investigation exciting. She had once been a yord, but disagreements on just how far procedures could be bent to apprehend diyorda had caused her to resign. She did not feel any resentment towards her old workmates. Even though they now acted like she was a traitor. The money is better and they know it. A recent case had brought her into conflict with the DharWin Family. She thinks they will probably just let the incident fade from memory, but to give herself some protection she has decided to become tauther. After all, a tauther who has an accident will get more coverage than a yiordeh.

| Querrid | | Cost | 7 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Education | 10 |
| Extra Characteristic Points | +2 | | |

Querrids are those who professionally find the answers to questions. Thriddle questions. They usually go to the querrid section of the bazaar and find the thriddle looking for information. They then find answers, for a price. Some querrid are well known for their speed in delivering answers, or for their abilities to sniff out highly sensitive information. Querrids are looked down upon by much of the human population for dealing with thriddle so intimately.

Skills Gained:

- Thriddle Interaction at Experienced
- Thriddle (spoken) at Familiar
- Information Search at Experienced
- Fauna and Flora recognition at Experienced
- Weather at Familiar
- Limilates at Familiar
- 1 Weapon at Experienced
- Bargain at Familiar

Choose 1, D6=6 grants another:

- Wilderness Travel at Familiar
- Earth-tec at Familiar
- Shanthic language & Interaction at Familiar
- Cutting crystal at Familiar
- Fasttalk at Familiar

| Rovner | | | | | Undfeld |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 10 | Speed | 12 |
| Social | 13 | Education | 14 | Aim | 9 |
| Color | 11 | Learn | 16 | Spot | 16 |
| Isho | 12 | Agility | 11 | Listen | 14 |

"NO NO NO. I said 1 *gemlink*, not 1 *gemule*. ONE G-E-M-L-I-N-K. Listen, Lo-hotro. I have the information on the Crith hibernating habits of the Trinnu Beagre Chaser. Do you want it or not? Okay, okay, so it's the Trinnu Beagre Trap. Fine. Do you want the information or not? What's this? It's only half a gemlink. None of this half-now half-later. Give me all the money or you won't get your information. That's better, Lo-hotro." Moments later, querrid Rovner Undfeld walks away from the querrid booth, vowing to find something better to do with his life than deal with thriddle.

| Iscin (Classical) | | Cost | 10 |
|---|---|---|---|
| Extra Skill Rank Points | +0 | Min Education | 15 |
| Extra Characteristic Points | +0 | Min Learn | 14 |

Classical Iscin make a lifestudy of research in all the old sciences. They study history, mathematics, philosophy, and literature. They spend their time in libraries reading old tomes translated and recopied from, some say, the original Earth colonies. They feel that they are the torchbearers of the elder knowledge. The great libraries are located in Gauss, Ardoth, S'Nabla, D'Loo, and Tan-Iricid. Classic Iscin seek to extend and expand such knowledge and hope someday to publish works great enough to be kept in these great libraries.

Skills Gained:

- The Classics. Choose 1 at Experienced the rest are Familiar
- Sciences. Experienced with 1. Familiar with 3.
- 2 Languages (spoken and written) at Experienced
- Bureaucracy at Experienced
- Getting Around at Familiar
- Thriddle Interaction at Familiar
- Information Search at Seasoned

| Zanzibarr Kane | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 9 | Strength | 10 | Speed | 9 |
| Social | 15 | Education | 18 | Aim | 10 |
| Color | 11 | Learn | 16 | Spot | 12 |
| Isho | 11 | Agility | 10 | Listen | 12 |

From the time Zanzibarr Kane was a child, he had by choice lived his life in dusty libraries, his fingers stained with dried ink and paper oils. He knew that his name would have been better suited to a great hero than a researcher. His condrij Drenn father determined long ago that Zanzibarr should follow in his footsteps, and that the process of Drennship would make him into a strong man. No amount of arguing could dissuade his father from this decision, and Zanzibar recently was rushed into the tauther process. Duty to his family has made him obey his fathers wishes up to now. However, he is resolved to quit, no matter what, if he does not like being tauther.

| Iscin (outdoor) | | Cost | 12 |
|---|---|---|---|
| Extra Skill Rank Points | +0 | Min Education | 14 |
| Extra Characteristic Points | +0 | Min Learn | 14 |
| | | Min Constitution | 13 |

Outdoor Iscin are more interested with field experimentation and hands-on scientific inquiry. They travel around interviewing, researching, and setting out in the fields to get data for their current projects. They can specialize in biology, bio-technology, hard Earth-tec, zoology, Shanthic technology, physics, etc. Some enjoy explaining science to all who would listen while others are more to-the-point, but all seem to have a disdain for those Iscin who spend their entire lives in the library.

Skills Gained:

- Flora and Fauna Recognition at Experienced
- Athletic skills at +1 rank
- Sciences: Experienced with 2. Familiar with all others.
- Classics: 2 at Familiar
- 1 Language. Seasoned in spoken, written, interaction, and etiquette.
- Wilderness travel at Familiar
- Information Search at Experienced
- Travelled at Familiar

| Unger Hornfell | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 11 | Speed | 11 |
| Social | 12 | Education | 17 | Aim | 14 |
| Color | 12 | Learn | 16 | Spot | 12 |
| Isho | 11 | Agility | 12 | Listen | 12 |

Unger Hornfell was fascinated by the Iscin disciplines almost as soon as he could speak. He read himself to sleep every night. When he came of age he attended the great university in Ardoth. While there, he found his true love: Earth-tec. He read and digested everything he could about it. He has already examined all items and weapons he could get his hands on. He has heard rumors that an ancient spacecraft has been uncovered. If this is the case he wants to become Drenn so he may study the ship as part of the Dharsage research team.

| Yord | | Cost | 6 |
|---|---|---|---|
| Extra Skill Rank Points | +1 | Min Strength | 13 |
| Extra Characteristic Points | +2 | Min Agility | 12 |

Yords uphold the laws of the city. They serve under the chell of a district. Yords go out on patrol to a designated patrol area. They stop and help people in need. If they catch a criminal (diyorda), he or she will be arrested and taken to herris (jail). A good yord is courteous to all, toth and citizenry alike, and is willing to field all the questions thrown at them while on their shift.

Skills Gained:

- Getting Around at Experienced
- Knife and Fist at Familiar
- Familiar with polearms or sword.
- Human interaction at Experienced
- Crowd Maneuver +2

Choose 1, D6=6 grants another:

- Bureaucracy at Familiar

- ✦ Tail at Familiar
- ✦ Hide at Familiar
- ✦ Current Events at Familiar

| Pellin Anthros | | | | | Woffen |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 13 | Speed | 9/15 |
| Social | 10 | Education | 10 | Aim | 12 |
| Color | 10 | Learn | 12 | Spot | 13 |
| Isho | 12 | Agility | 13 | Listen | 12 |

Pellin Anthros has been a yord in the Es Wother neighborhood for several years. The neighborhood is quiet and there are few major disturbances. Pellin has followed in his father's footsteps, and the people on his route greet him like they greeted his father before him. The last disturbance in Es Wother involved chasing a group of rogue githerin into the Lower Manser. His involvement in their capture has earned him some recognition. People of his neighborhood have begun to comment on what a fine Drenn he'd make.

| Githerin | | Cost | 8 |
|---|---|---|---|
| Extra Skill Rank Points | +2 | Min Agility | 12 |
| Extra Characteristic Points | +2 | | |

Githerin carry on the ancient traditions of thievery and deceit. Githerin are licensed to practice legal thievery. They are licensed through the Githerin klade. They accept contracts to acquire things which are owed to other people or contracts to provide security. They also act as an intelligence network for various clients. Licensed githerin all carry an identification challisk marked with the Guild copra. A githerin caught in line of duty will show this to a yord. This does not prevent an arrest but does accord the githerin certain rights and privileges not granted to others. Githerin not in the guild are not tolerated by guild members. The guild will first try to recruit the individual; failing that, yords will be informed.

Skill Gained

- ✦ Knife at Experienced
- ✦ Athletic skills at +2.
- ✦ Getting Around at Experienced
- ✦ Current Events at Familiar
- ✦ Underground Info at Experienced
- ✦ Bribe at Familiar
- ✦ Hide at Experienced

Choose 2, D6=6 grants another:

- ✦ Pick Locks at Familiar
- ✦ Pick Pockets at Familiar
- ✦ Tail at Familiar
- ✦ Contacts at Familiar
- ✦ Earth-tec at Familiar
- ✦ Search at Familiar

| Briannon Hogarth | | | | | Human |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 11 | Speed | 13 |
| Social | 9 | Education | 11 | Aim | 11 |
| Color | 11 | Learn | 11 | Spot | 13 |
| Isho | 11 | Agility | 15 | Listen | 13 |

Briannon Hogarth found it more than mildly disturbing to be without her Klade identification. She looked warily at the other new tauther and hoped that the elders had made a wise choice, sending her in under-cover to become Drenn. For this job there were no specific instructions. She was merely (she smiled at the understatement) to attain Drenn status — Kesht if possible — so that her klade could have a mole high up in the Ardothian ranks. She wondered if she would be able to act as a "regular" tauther. Her ties to her klade were strong; what if her tothis required acting against her githerin kin? But she would deal with that as it occurred. As her Klade teachings recommended, she would "Examine the situation before acting."

Rogue Githerin are those thieves who are not attached to the guild. They are hunted by guild members. Yords do not give them any special consideration. The rogue githerin run the gamut from street urchins to accomplished burglars. They tend to focus more on the physical skills of thievery than guild Githerin. Distribute 3 bonus Ranks to Thieving skills. Knife at Experienced becomes 1 weapon at Experienced. Social Rank is reduced by 3.

## Crugar

## SKILLS

Each skill contains a general description and the information for success with the skill at four Levels of competence. Each skill contains its difficulty rating, which is used for improvement of your character, which is described in the section called Character Improvement.

Write down your Rank with each skill on your Character Sheet. Looking up your Level and the skill's Difficulty gives you your initial rank with each skill. Only Easy skills and Melee skills are at non-zero Rank for characters who are Unfamiliar with them. All Easy skills automatically begin at Rank 1. Melee skills automatically begin at Rank 4.

*Remember that the Sholari* is free to assign a bonus or penalty to any roll against a skill. The *Sholari* may or may not choose to reveal this to you. Thus, a character who had a Rank of 11 with a skill and who rolled a 9 may believe that he has succeeded, when he in fact has failed, if there was a penalty of -3 on the roll. Under those circumstances the rank would change from an 11 to an 8. The roll of 9 would indicate failure. Here is a list of common modifiers for tasks.

**Penalty When Using a Skill**

| Difficulty Of Situation | Rank Penalty |
|---|---|
| Easy | 0 |
| Moderate | 5 |
| Hard | 10 |
| Very Hard | 15 |

### Practical Knowledge

All of these skills have a Difficulty of Easy

**Flora Recognition** *difficulty: Easy*

Chance of being able to identify a specific plant.

**Unfamiliar:** Probably doesn't know the name, where it comes from, etc. Roll for success to find out.

**Familiar:** On a successful roll knows the name. Knows any basic properties, i.e., edible, poisonous.

**Experienced:** On a successful roll knows the name, where it grows, any special properties, i.e., it is a limilate.

**Seasoned:** Knows name, where it grows, all important properties on a successful roll.

**Fauna Recognition** *difficulty: Easy*

Chance of identifying an animal.

**Unfamiliar:** Probably never heard of it. Roll for success.

**Familiar:** On a successful roll knows the name and whether it poses any special danger.

**Experienced:** On a successful roll knows the name, where the creatures are common, and any special abilities they might have (dyshas, perhaps).

**Seasoned:** Knows everything about the creature, including vulnerabilities, on a successful roll.

**Geography** *difficulty: Easy*

Chance of knowing where a place is or having heard of it; knowing how to get there at higher skill levels.

**Unfamiliar:** Probably never heard of it. Roll for success.

**Familiar:** Probably knows the name and a basic fact or two about the place. Roll for success.

**Experienced:** If successful, knows where it is and can make a reasonable guess as to the best way to get there.

**Seasoned:** On a successful roll, has traveled there or knows a great deal about the place. Knows special ways to get there, who lives there, important exports and imports, etc. Is familiar with the surrounding areas as well.

**Geology** *difficulty: Easy*

Familiarity with rocks and minerals, ground types and landscapes. A person with decent geology skills will have a good idea where to look for water, basic chemicals, and shale.

**Unfamiliar:** Probably never heard of the stuff; never seen it. Roll for success.

**Familiar:** On a successful roll knows the name, obvious properties. Can make reasonable uneducated guesses.

**Experienced:** If successful, knows the names of most minerals and rocks. Knows how terrain ahead will look. Can predict location of water and raw materials.

**Seasoned:** On a successful roll, is ingenious at finding water, minerals, caves, etc. Knows the properties of many materials. Can make rolls to find areas rich in crystal at a 16 Rank penalty. If raw crystals are found, they are probably rough, and it would take special crystal cutting skills to make them usable.

**Traveler** *difficulty: Easy*

This is the chance of knowing a place of interest located in a town or city. It is a rough indication of how much you know about other places, but not necessarily where they are or how to get there.

**Unfamiliar:** You have a vague familiarity with a place. You know little more than its name.

**Familiar:** You know something significant about the place in question, like the names of some good restaurants there, or where the best gambling is.

**Experienced:** You have more than a passing knowledge of the place in question. You know the name of someone connected with the place or the color of a specific building, etc.

**Seasoned:** You have intimate knowledge about the place in question, to the point of being a minor expert.

**History** *difficulty: Easy*

Knowledge of important historical events. At low levels, history of one's home region. At higher skill levels detailed knowledge of important events such as the Energy Weapons War, the Ramian Invasion of 3113, etc.

**Unfamiliar:** Knowledge of history goes back not much further than the time of the person's birth. Has heard of some of some important events but does not understand them or their importance. Roll for success to see if the person knows anything about an historical topic.

**Familiar:** Knows the names of many of the important events in Jorune's history. Understands the history of his or her own locale. Can recount bits and pieces about the past. Make a roll for success on any particular point.

**Experienced:** Has a grasp on the history of the last century. On a successful roll knows the names of any major conflicts or struggles. Knows a major player in some international affair of the past. Has somewhat sophisticated views about the world's present state as a reflection of the past. Can recount numerous details of specific military engagements.

**Seasoned:** Understands the important thrusts that recur in Jorune's history. Has detailed knowledge of wars and engagements between powers as well as important figures and strategically significant areas. Great sophistication in views and attitudes on the state of the world, but not necessarily correct. Such a person knows the general outline of Jorune's history from the time of Iscin to the present. Roll for success on any individual topic.

### Lore
*difficulty: Easy*

This is a measure of the amount of fable and lore that a person can recount or remembers. Much of this is children's lore, but is sometimes based in fact.

**Unfamiliar:** Doesn't know any of this stuff. Doesn't understand where people get these stories or what they are about. Roll for coincidental success.

**Familiar:** Has heard the most popular of the common lore. Knows the names and important characters in the fables as well as the outcomes. Roll for success on any selected legend.

**Experienced:** Has detailed knowledge of fables and lore. Probably gained this experience from family members or other children whilst growing up. Can recount many stories and fables. Has a good chance of coming up with a decent story by himself. Knows enough of these stories to predict the outcome of a fable never heard. Is automatically Familiar with History and Story Telling. Roll for success.

**Seasoned:** Grew up in a real story-telling environment. Knows the stories and fables like the back of his or her hand. Knows all the names of the people involved, and can sometimes link lore back to its origins. Is automatically Familiar with History, and Experienced at Story Telling. Roll for success.

### Current events
*difficulty: Easy*

This is the knowledge of local politics and events. At low skill levels people know what's going on around them. At higher levels, a cohesive picture of the local world is possible.

**Unfamiliar:** Unaware and unapprised of major political events and happenings. Doesn't know who wields what power, and why.

**Familiar:** Knows bits and pieces of what's going on and who the most visible officials are. Is apprised of recent major events. Is in contact with well informed people.

**Experienced:** Stays in touch with current events. Can back up judgments on important issues.

**Seasoned:** Knows what's happening in the surrounding areas. Knows the names of important officials and leaders. Understands the power structures and their political complexities. Probably has a way of finding out what's current in other areas.

### Earth-Tec
*difficulty: Easy*

Familiarity with the names and capabilities of different Earth-tec devices. It is because of the Energy Weapons War that many people have an awareness of these devices' existence, but few understand their limitations or powers. The *Sholari* will assign Skill Level bonuses or penalties depending upon how complex or obscure a piece of Earth-Tec is.

**Unfamiliar:** Has heard of the existence of energy weapons but does not understand them to be different in concept from other powerful devices. Thinks of them as weapons that pretty much only humans control. On a successful roll, is able to use a piece of Earth-Tec.

**Familiar:** On a successful roll knows the names of some of the Earth-Tec. Knows that they require devices to be placed in them to operate. Such a person understands that they are inherently different from dyshas and classical weapons. Has seen such devices and has a good idea as to how they operate.

**Experienced:** Knows the role of power cells and function cells. If successful, knows the name of any piece of Earth-Tec. Such a person understands the capabilities of the devices and understands the basic uses for buttons and switches on Earth-Tec devices (safeties and power on switches).

**Seasoned:** Understands the capabilities of Earth-Tec and has a reckoning as to power of the weapons. Has extensive knowledge of the names of the various devices as well as their characteristics. Has personal experience with Earth-Tec devices and is familiar with their operation. Roll for success to see if the person's knowledge of a particular piece of Earth-Tec is complete.

### Bio-Tec
*difficulty: Easy*

This skill measures how much a character knows about Bio-tec.

**Unfamiliar:** Knows almost nothing about Bio-tec.

**Familiar:** Knows that there are incupods, and recos, but isn't sure about the idea of corks. A successful roll indicates that the character is familiar with the type of cork or reco.

**Experienced:** Knows a lot about corks, recos, and incupods. Probably has seen one or two open and has possibly even seeded a cork.

**Seasoned:** Knows the various bio-tec manufacturers, RK (Replikins Kinderpods) and JBT (Jorune Bio-tec). A successful roll indicates a knowledge of a rare reco or of unique incupods.

### Arithmetic
*difficulty: Easy*

This is the chance of solving a problem at a high level of difficulty that you are proficient with. This skill is placed on the character sheet mainly for use in employment. Thriddle in search of querrid are often looking for those competent in calculation. A successful roll against skill level in Arithmetic indicates that a mathematical story problem is correctly solved. Failure indicates a mistake at some point.

**Unfamiliar:** Can add on fingers.

**Familiar:** Can do basic arithmetic: add, subtract, multiply, divide

**Experienced:** Can solve equations of one variable.

**Seasoned:** Can solve equations of multiple variables in head. Good at number puzzles.

### Weather
*difficulty: Easy*

Ability to predict short-term future weather. Knowledge of barometers at higher skill levels and how to interpret their readings. A major facet of this skill is knowing how long a storm is expected to last and an understanding of seasonal weather.

**Unfamiliar:** Hasn't a clue what the future weather will be. Must guess. Roll to see how good the guess is.

**Familiar:** Knows some of the relationships between temperature, humidity and weather. Can use a barometer to determine upcoming storms. Roll for success at that task.

**Experienced:** Understands barometers and some of the basics involved in weather prediction. Roll for success in this attempt.

**Seasoned:** Understands weather prediction in technical terms and is familiar with the area where forecasts are attempted. A successful roll indicates that the prediction is correct.

## Common Skills

Again, all of these skills are Difficulty Easy

### Bargain
*difficulty: Easy*

The skill levels for bargain are used as a measure of competence and capability in the arena of making purchases. Though this skill is most useful in surplus purchases and the common market place (the "claysis"), those seasoned in bargaining are sometimes able to bargain for ship passage, a night's stay at an inclep, or the temporary use of a thombo. Treat rolls in the following way: if both bargainers succeed or both fail on their rolls, keep rolling, nothing has been determined. If only one player makes his roll, that player has bargained better.

Unfamiliar(Sucker): Unfamiliar with the world of bargaining. Can suggest a deal with a clep owner or a merchant, but isn't very good at inventive bargaining. Easily spotted, and gets the raw end of the stick from time to time.

**Familiar:** Understands the basics of a bargain. Knows how to prioritize needs while haggling. Rarely gets taken.

**Experienced:** Can drive a hard bargain. Is inventive in coming up with a comparable exchange. Example: For a week's stay at an inclep, such a person would offer to teach the inclep owner's child a little bit of Boru (the Bronth language).

**Seasoned:** A butcher in the claysis. Knows just how far a person can be pushed. Can bargain for goods, clothing, services, information, you name it. Others are attracted to bargaining with such a competent haggler. Seasoned bargainers are celebrated commodities when they are friends or relatives.

### Bribe *difficulty: Easy*

Success at bribing is determined largely by a non-player character's ability to be bribed, which should judged as a Rank bonus or penalty by the *Sholari*. The Rank is a rough guideline. Some characters simply cannot be bribed, while others require large sums of money or the promise of something else they covet. The bribe skill is most often used with petty officials. There are no variable skill levels to describe.

### Fast Talk: *difficulty: Easy*

Fast talk either succeeds or it fails. The skill involves trying to talk someone into doing something that they would normally not be inclined to do. Like talking a yord into allowing you to enter a building after hours or talking an official into signing some papers for some terribly jumbled reason. The success of Fast Talk relies upon the ability of the speaker to confuse the listener into agreeing to some unreasonable request that seems reasonable. Failure indicates that the listener doesn't fall for it. The difficulty of the target is assessed by the *Sholari*, and is assessed as a Rank bonus or penalty. These modifiers should be given out liberally by the *Sholari*. No roll is allowed for completely outrageous requests, as in, "Let me in to see the Chell of Ardoth, I have to assassinate him." or "Quit your job as Ardothian Council member and join us." There are no variable levels of success for this skill.

### Getting Around: *difficulty: Easy*

The Ranks listed for this skill are used to determine the character's competence at getting around the town that he or she is most familiar with. Additional towns and cities can be listed as skills on the character sheet. Most towns usually have the same Rank progression as listed for this skill. Characters of higher levels will be able to travel to (and point out important or significant areas in) a familiar city. Those of a low skill level who have lived in a city for any period of time are basically ignorant of the city around them and rarely wander from their necessary daily paths. If the *Sholari* wishes, players can have a separate Getting Around skill for each city they frequent.

**Unfamiliar:** Does not know the layout of the city nor points of interest. Probably does not live in the city. Is incapable of rendezvousing at other than major intersections. Gets lost easily. Could take this person two to three times too long to get from place to place. A successful roll indicates that he is able to get somewhere without getting lost.

**Familiar:** Knows the names of the major streets and points of interest. A successful roll at this skill level indicates Familiarity with the street or location of interest. Another successful roll indicates that the person can get there without asking for directions. Can travel the city with reasonable speed.

**Experienced:** Knows the city well. A successful roll at this level indicates knowledge of the area in question and any points of interest nearby.

**Seasoned:** Knows virtually every city street, shortcut, traffic flow, and important resource. A successful roll indicates personal experience with the area in question, and the location of cleps, incleps, illidges, and the homes of important officials living nearby.

### Hide in City: *difficulty: Easy*

Success at this skill indicates that the person has been able to hide himself from pursuers somewhere in the city. This skill is of no use in the wilderness. Use Concealing Self for that purpose.

**Unfamiliar:** Hides in stupid places, any reasonable search will turn hidden person up. Searchers (using Finding skill) have a bonus of 5 to find.

**Familiar:** Selects reasonable hiding spots for someone who doesn't do it a lot. Not easily found in a search.

**Experienced:** Picks excellent spots for hiding. Very difficult to find. Searching is penalized by 5.

**Seasoned:** Expert at hiding. Can't be found at all except by those Experienced or greater with searching, who take a penalty of 10.

### Searching: *difficulty: Easy*

Searching is the counterpart skill to hiding. If using Spot and Listen instead of Searching, penalize both Ranks by 10 (Listen only makes sense for something that makes noise). Searching is the preferred skill for finding something hidden.

**Unfamiliar:** Stumbles into finding something by chance on a successful roll.

**Familiar:** Tries to be methodical and intelligent, but is limited by experience.

**Experienced:** Meticulous and intelligent, can find objects and people hidden by an Experienced Level.

**Seasoned:** Ruthless and cunning. Has a real knack for finding anything hidden. Good at playing tricks that try to get hidden people to reveal themselves.

### Tailing *difficulty: Easy*

This skill is used in cities to follow behind someone at a reasonable distance so as not to be detected.

**Unfamiliar:** Hapless. It was completely obvious that the character was tailing.

**Familiar:** The character is discovered, but not in a completely incriminating state.

**Experienced:** The character is noticed, but isn't necessarily identified as someone tailing. The person being tailed is suspicious.

**Seasoned:** The character isn't really noticed, but the character feels that he must pull back to avoid detection.

### Silent Movement *difficulty: Easy*

Skill levels in silent movement are used to determine whether or not a person is able to move about without being heard. This assumes that the person is not within line of sight of guards or sentries. Failure means that normal Listen rolls may be made to detect the person's presence. A character's Rank in this skill can never exceed his Agility.

**Unfamiliar:** Noisy clod. Even on a successful roll, penalize listen rolls by 2.

**Familiar:** Decent. Penalize Listen rolls by 4.

**Experienced:** Great. Penalize Listen rolls by 6.

**Seasoned:** Very difficult to hear this person coming. Penalize Listen rolls by 10. Only characters with very high agilities ever become seasoned in Silent Movement.

### Contacts: *difficulty: Easy*

The skill levels for contacts indicates the ease with which a person is able to get information or scrounge up an item. This skill is similar to Underground Information except that it deals with friends and acquaintances instead of low-life contacts. Higher levels indicate a greater number of potential people who might be able to help out in any given situation. Is characters succeed in a roll against their Social, they are allowed an extra roll against their Contacts skill if it fails.

**Unfamiliar:** Probably does not live in the city to have so few contacts. Success indicates that the character coincidentally knows someone who is able to provide information or offer some sort assistance.

**Familiar:** Knows a few people here and there. Has probably lived in the city for some time but has made no "special" effort to meet people. Success indicates that the character is able to find D3 contacts who can provide information or assistance.

**Experienced:** Knows many people who can be of potential help when information or assistance is needed. A successful roll indicates that D6 people can be contacted.

**Seasoned:** Has lived in the city for some time or is extremely well connected to people who have. Can contact a number of people with little notice. Success indicates that 2D6 people can be sought out for information or assistance.

### Bureaucracy: *difficulty: Easy*

These skill levels indicate a person's competence at dealing with a large, complex bureaucracy. At the lower skill levels people get shuffled around from clerk to clerk, sun-up to sunset. Those more Experienced with the system will know how to handle administrative foul-ups, cutting time lost to a few hours. A successful roll does not indicate that the problem is completely resolved. Paperwork must often be re-submitted.

**Unfamiliar:** Target of the mean clerks. Failure indicates that the person must waste a whole day getting bounced from one office to another before another attempt can be made. If the roll is successful, only a single day is lost.

**Familiar:** Doesn't understand the way the system works, but has dealt with it enough to bypass some of the obvious delays. A failure at this level of difficulty means that the entire day is lost before another roll can be made. Success indicates that the problem is resolved in a half day.

**Experienced:** Understands the system. Can deal effectively with most bureaucratic nightmares. Failure indicates the loss of one half day. Success indicates that only two hours were required.

**Seasoned:** Person was probably an ex-clerk. Can cut easily through red tape and bypass mean office clerks. Can resolve most problems in an hour or two. Failure indicates that two hours of time are wasted before another roll can be made.

### Gaming: *difficulty: Easy*

This skill measures the character's familiarity with games of skill and chance. Successful rolls determine whether the character is able to detect cheating or anomalies in the handling of pieces. A successful roll can also mean that the character knows a variant on a game being played.

**Unfamiliar:** Doesn't know much about gambling at all. It's a stroke of luck when such a character discovers or realizes anything having to do with games.

**Familiar:** Knows many of the common games, like shambo and mayoo.

**Experienced:** Has played a lot of games. Knows quite a few rule variations.

**Seasoned:** A seasoned game player. Can spot cheating easily and knows many variants to each game.

### Information Search *difficulty: Easy*

This is a skill used to get information from books an libraries instead of people. It is a form of detective work using indexes and skimming sources. It can be especially valuable when time is limited.

**Unfamiliar:** Rely entirely on luck. Doesn't know how to use an index.

**Familiar:** Passable skills.

**Experienced:** Uses indexes with speed. Demonstrates some savvy.

**Seasoned:** Quick as a thriddle, but twice as cute. This character is able to gather information rapidly, and with a minimum of sources. Let this character loose at the Mountain Crown of Tan-Iricid some day.

### Teaching *difficulty: Easy*

This is the generic ability to teach others. The character must be seasoned in the skill he or she is teaching or the time necessary increases substantially. If a character is only experienced, triple the time, only Familiar, multiply the time needed to teach by 4, and characters Familiar or less with a skill cannot teach it. Failure on a teaching roll means that the teacher is unable to convey the ideas of the subject to the student. Only two attempts per topic are allowed. After three failures in a row the teacher and this student are unable to ever progress further.

**Unfamiliar:** Improbable that this person will ever teach much of anything to anyone.

**Familiar:** Capable of teaching, but it will take four times as long.

**Experienced:** A good teacher, but learning takes twice as long as for seasoned.

**Seasoned:** An expert teacher. A real "fadri" as the thriddle say. This person can teach a subject in the minimum possible time.

### Conceal Self in the Wild *difficulty: Easy*

This skill is used to hide oneself in the wilderness. Use Hiding for city situations. The levels of success are described below:

**Unfamiliar:** Conceals by luck.

**Familiar:** Knows how to try but isn't very good at it.

**Experienced:** Knows many tricks, like streams, and fake tracks. Penalize those tracking by -4.

**Seasoned:** Excellent at throwing off pursuers. Can set up elaborate false leads to throw trackers off. Penalize those tracking by -8, except for boccord concealing self, who penalize trackers by -10.

### Tracking *difficulty. Easy*

This skill is used to find characters who are using the Conceal Self skill. It is also used to track down creatures by their tracks or spoor. Use this skill to find someone in the wild whether they are hiding from you or not.

**Unfamiliar:** Tracks a character by accident.

**Familiar:** Knows some of the basics of tracking.

**Experienced:** Can track accurately and isn't thrown off easily by false leads.

**Seasoned:** Doesn't get fooled easily. Good chance of finding even a person seasoned at concealing themselves.

### Cooking *difficulty: Easy*

This is the skill for preparing and using foodstuffs. Higher levels of proficiency make the cook a chef.

**Unfamiliar:** Can't cook, can only make simple sandwiches. A failed roll indicates a small disaster when serving others, like using stale or spoiled ingredients. Nothing prepared by this character could possibly taste very good and you're always taking your chances.

**Familiar:** Can prepare basic dishes. Failure indicates that something was burned or undercooked.

**Experienced:** Can prepare complex meals. A good cook.

**Seasoned:** A fine chef. Knows how to prepare extraordinary meals. Failure indicates that something wasn't quite right. Something that impaired the balance of the meal.

### First Aid *difficulty: Easy*

Skill levels for first aid are used to assess the success of emergency treatment. Unsophisticated treatment can be dangerous and can waste valuable time. Those with greater familiarity with the treatment of the injured will be able to fasten a splint for broken bones, stop bleeding, dress wounds, apply limilates correctly, prevent the injured from going into shock, etc.

**Unfamiliar:** More likely to harm an injured person than help them. Success indicates that a person was kept from going into shock or that a scedri cloth was correctly applied. On a failed roll, the person suffers an additional D6 points of Stamina loss. This may be enough to put a badly injured person into shock.

**Familiar:** Knows how to stop basic bleeding. Can deal with superficial and minor wounds. Success indicates that an injured person was kept from going into shock.

**Experienced:** Success indicates the setting of broken bones, the application of limilates or keeping a person from going into shock. Major wounds can be closed and those sufferings critical wounds can be kept alive on a successful roll. Failure indicates that the task was completed unsuccessfully.

**Seasoned:** If successful, the person is able to close major wounds, keep those suffering critical wounds alive, set broken bones, apply limilates, and keep the injured from going into shock. Failure indi-

cates that the task was not successful, which may be a result of the injuries, not the attending character's skill.

### Foraging
*difficulty. Easy*

Skill levels for this skill are used to determine whether or not the person is able to find a source of food and water nearby. There are no variable levels of success. A good roll indicates both food and water. Failure indicates that supplies were not to be found.

### Wilderness Travel
*difficulty. Easy*

Levels for wilderness travel are used to measure the skill with which a person travels through the wilderness. Experienced travelers will more often choose the shorter or less rugged route.

**Unfamiliar:** Has rarely if ever been in a position to make judgments about outdoor travel. Will rarely choose the most reasonable path. A successful roll indicates that a good path has been chosen. Failure indicates a dead-end or terrain too rugged to pass; in the case of desert travel, a failed roll indicates a longer path.

**Familiar:** Doesn't really understand what to look out for but has some common sense when it comes to picking out a path. Success indicates a reasonable path is chosen. Failure indicates a rugged path.

**Experienced:** Understands what to be looking for in the nearby terrain. Notes the slopes of the hills, the direction of rivers, the density of the trees. Success indicates a good path relatively free of obstacles. Failure indicates that a mediocre path is chosen, but the traveler will recognize this if a successful roll can be made on a second roll.

**Seasoned:** Knows what to look for in the nearby terrain. Knows what to expect in upcoming terrain. Success indicates the choice of a good path. Failure indicates the choice of a poor path, but seasoned travelers will always realize this early on and back track if time permits.

## Athletic Skills

Difficulty: all easy

For all the athletic skills, the *Sholari* determines the difficulty of the situation and assigns a Rank. These Ranks are the penalty against the character's Rank to succeed. So a character with a Jump Rank of 12 would have to roll a 1 through 7 to succeed at a Moderately difficult jump. All athletic skills are Easy in difficulty.

When characters compete Characteristics against each other (like arm wrestling or Slap Hands), use the procedure described under the description of Agility in the section labeled **Using Characteristics In Game Play** in the beginning of this chapter.

### Jump
*difficulty: Easy*

Jumping across a ravine, over a rock, up a ledge. This is quite valuable in the East Trinnu Jungle Lands, where small ravines and obstacles abound.

### Climbing
*difficulty. Easy*

This is the character's ability to climb rock, or cliff, trees and ropes without falling. Climbing tools help. Ros Crendor is full of boulders and cliffs. Jungles have vines and trees. Failure doesn't automatically mean that the character falls all the way back to the starting point. A second failure is required to determine that.

### Swim
*difficulty: Easy*

This is the ability to stay afloat, and at higher levels of competency to swim across a river or small lake, or swim underwater to recover something.

**Unfamiliar:** Can stay afloat on a successful roll.

**Familiar:** Swim the width of a river on a successful roll.

**Experienced:** Can dive a few yards down, can stay under for up to a minute.

**Seasoned:** Can dive as deep as his air can hold out, can swim underwater for up to a minute. Can swim great distances, like the length of a lake.

## Occupation Specific skills

### Carpentry
*difficulty: Moderate*

This is the ability to create objects and structures using wood and stone.

**Familiar:** Knows how to build small buildings and basic crafts. Can make simple furniture. A failed roll indicates structural problems or a flawed design.

**Experienced:** Can build a home. Can make nice furniture. A failed roll indicates poor workmanship.

**Seasoned:** Performs masterful work. A failed roll indicates an awkward design or an unfinished look.

### Farming
*difficulty: Moderate*

This is the skill for raising crops. Choose durlig, coditch, or simravintch.

**Familiar:** Can seed and harvest basic crops under ordinary circumstances.

**Experienced:** Can improve the output of a field, reaping a larger harvest.

**Seasoned:** Can bring a dying field back to life on a successful roll.

### Fishing
*difficulty: Moderate*

This is the skill of fishermen. Common Jorune fish are creshi, sallsa, bebbic shell-fish (slightly poisonous if not eaten with calmra white wine), tla-tlic, slugs, and skimmers. A successful roll always indicates a catch.

**Familiar:** Knows how to bait line, cast etc.

**Experienced:** Very experienced. Catches several fish.

**Seasoned:** Can make a good catch even under hard circumstances.

### Sailing skills
*difficulty: Easy*

Chances listed indicate the level of competence with rope knotting, establishing rigging and other vessel requirements. Rolls against sailing skills are only made for specific challenges, not routine tasks.

**Familiar:** Knows the names of the different parts of a ship. Familiar with the names of ships. Knows all the basic knots. Can handle basic rigging tasks.

**Experienced:** Has been at sea for some time.

**Seasoned:** A veteran of the oceans of Jorune.

### Writing
*difficulty: Hard*

This skill is useful when a character must prepare literature to motivate, convince or evoke a reaction. Writers improve over the course of many years. A character must already be proficient in a language to apply this skill.

**Familiar:** Can write basic prose. Limited skills. A successful roll indicates that a piece of writing serves its task. A failed roll indicates that it is received poorly and is scoffed at by readers.

**Experienced:** Competent writer. Writes quickly and makes few mistakes. A successful roll indicates that a piece of writing is well received. A failed roll indicates that it is received poorly.

**Seasoned:** A naturally gifted writer or a someone who's worked very hard at their writing. Successful rolls indicate that a piece is well liked and serves its purpose. On a failed roll it is still liked, but fails to convince, or entertain sufficiently to consider it a success.

### Pick pockets
*difficulty: Very Hard*

Ranks for this skill indicate whether a person is successful at picking a pocket without being detected. Apply a skill level bonus or penalty depending upon the target.

### Underground Info
*difficulty: Hard*

This is the skill of sleaze. Levels of success in Underground Information indicates the number of underworld connections the character has. Money may be necessary to "buy" help.

**Familiar:** Has a few buddies who can help out in a jam, provide information, locate someone, fence stolen goods, all for a price.

**Experienced:** Knows D6+3 low level scum that can provided information or assistance.

**Seasoned:** Spends much time with scum and can find any number of sleazy personalities to help out in felonious acts.

### Set traps
*difficulty: Moderate*

Levels for this skill indicate the chance that a trap or alarm is built to work correctly. Traps include standard snares, pits, rock mounts, alarms, door buckets, and an assortment of other crafty devices. Defenders are always allowed a roll against Spot to see the trap or alarm and avoid it. If that roll fails, they are allowed a roll against Agility to recoil away and prevent the device from going off. The penalties to both these rolls are based upon the competence of the trap setter.

**Familiar:** Can build simple alarms and stable pit traps. A successful roll indicates that the device is built correctly and will function as intended. Failure on the roll means that the device fails to operate as expected. Defenders are penalized by 2 on both their Spot and Agility rolls.

**Experienced:** Capable of building elaborate alarms and simple traps of all varieties. Log releases, pits, pendulum spikes, snares, net releases, etc. On a successful roll, the device is correctly built and functions as intended. On a failed roll, the device activates correctly, but fails immediately afterwards. Defenders are penalized by 5 on both their Spot roll and Agility rolls.

**Seasoned:** Can build virtually undetectable traps and alarms of all varieties. On a successful roll, the device is built correctly. A failed roll indicates that the construction of working version is delayed by a few hours. Defenders are penalized by 8 points on both their Spot and Agility rolls.

### Pick locks
*difficulty: Hard*

Percentages for this skill tell the *Sholari* the person's competence in picking locks. Those of high skill level will be faster, leave no sign of their work and will be able to pick a greater variety of locks. Locksmith tools are required.

**Familiar:** Knows how to go about picking a lock. Performing this feat at a "familiar" level usually requires from five to ten minutes and leaves signs of tampering.

**Experienced:** Not quite professional, but is fast, quiet, and versatile. Can pick an average lock in under a minute.

**Seasoned:** Knows how locks are constructed. Understands their internal mechanisms. Works fast, works quietly, leaves little or no trace of work. Someone seasoned at picking locks can complete an easy task in a matter of seconds.

### Shipwright
*difficulty: Hard*

The levels for this skill indicate the complexity of ship designs which can be built by the character. Poorly built hulls will leak and loosely fastened rigging will snap. Though even a Familiar character can make something that will float, it takes skilled hands to create a sailing masterpiece that will ride the currents from Ardoth to Lundere.

**Familiar:** Capable of building (with some help) a small raft or simple canoe on a successful die roll.

**Experienced:** Can build small rowboats, canoes and rafts on a successful roll.

**Seasoned:** Can build small ships, sailboats, etc.

### Medicine
*difficulty: Very Hard*

The skill levels for medical knowledge are used to judge the competence and ability of a person. Those of low skill level will be able to perform expert first aid, but lack detailed knowledge of anatomy or the techniques involved in surgery. An education in the medical profession in Burdoth is typically offered only to those who have completed a rigorous classical education.

**Familiar:** Understands the basic workings of the body. Can automatically apply a tourniquet, splint a broken bone, clean a wound, apply scedri cloth. On a successful roll can keep a person from going into shock or save a person who is dying from a critical wound.

**Experienced:** Can perform minor surgery using the chri root or tothy limilate as an anesthetic. On a successful roll can save a person dying from a critical wound.

**Seasoned:** Skilled at surgery; competent at performing medicine. On a successful roll can save a person dying from a critical wound. Can diagnose and perform preventative surgery.

### Creature care
*difficulty: Hard*

With this skill, ailing animals can be healed. It is the same as the medicine skill previously described, but refers to creatures.

### Crystal cutting
*difficulty: Hard*

This is a very important skill for characters who wish to pick up crystals while traveling. Most crystals exposed through the ground are large and unusable. It takes a character skilled in crystal cutting to remove sections of crystals that are stable.

**Familiar:** Can remove 1 crystal every two hours. On a failed roll the crystal is unstable. On another failed roll the character takes D6 superficial wounds removing the crystal.

**Experienced:** Can remove 1 crystal every hour. On a failed roll the crystal is unstable. On another failed roll the character takes D3 superficial wounds removing the crystal.

**Seasoned:** Can remove 3 crystal every hour. On a failed roll the crystal is unstable. On another failed roll the character takes 1 superficial wound removing the crystal.

### Limilate finding
*difficulty: Moderate*

This skill indicates how good the character is at finding limilates in the wild. There must be limilates to find for this skill to be successful. If the *Sholari* decides that there are limilates available, then a successful roll indicates that the character has found them. There are no variable levels of success listed.

### Limilate preparation
*difficulty: Hard*

With this skill, characters can prepare limilates from basic herbs and plants found on Jorune.

**Familiar:** Can prepare arrigish from the arrigeh root. Must roll to succeed on more complex limilates.

**Experienced:** Can prepare any of the standard limilates, including dyes and glues. Must roll to create something exotic. A failed roll indicates that the exotic substance does something that the *Sholari* will reveal over time.

**Seasoned:** Can create exotic limilates without rolling. Must roll for success when attempting something new. A failed roll indicates that the concoction does not act as expected.

## Performance Arts

These skills are used to entertain and impress other people. There are many situations where a performance can come in handy: distracting guards, getting a part in the same play as that repulsive crugar you've been hired to tail, etc.

### Acting
*difficulty: Hard*

This is the ability to memorize lines and emote on cue. Plays are common in Ardoth and other human cities. Common productions include: The Traveler of Gauss, the Iscin Creation, the Human-Shanthic War, Caji Gends and Plague Slayings, Gauss and Mayatrish, the Crugar and the Woffen, and Shandane's Liberation. An character's Fast Talk Rank is improved through acting skills. Note that at the end of a play, each of the characters comes on stage for a Jorune bow. The audience responds to each of them with either hissing and boos or cheers and applause. Dyshas are usually allowed in stage plays but the performance's time must be known to the local daijic.

**Familiar:** Can play a bit part in a play. A failed roll indicates that a mistake was made. Boos and hisses will follow.

**Experienced:** Has theatrical experience. Has a +2 Rank for Fast Talk. On a failed roll the character receives no applause.

**Seasoned:** A professional actor with a native talent. This character receives a +4 Rank for Fast Talk. A successful roll indicates a standing ovation. A failed roll indicates no applause.

### Dancing *difficulty: Hard*

This is the character's ability to dance the dances of one's own culture. There are parades and festivals where dancing fills the streets. Halls of dancing are popular with the younger crowd, but it's a different style.

**Familiar:** Knows one type of dancing from own cultural background. On a failed roll the character attracts negative attention to himself.

**Experienced:** Knows several kinds of dance from own culture. A failed roll indicates the character receives no special attention.

**Seasoned:** Success distinguishes the character a real talent. Members of the opposite sex are likely to draw near. Failure indicates no draw.

### Juggling *difficulty: Hard*

Good as a street performance skill. Characters could even make a living juggling.

**Familiar:** Can't attempt any complex moves, like trading off with others. Don't try to make a living on juggling, you'll starve. A failed roll indicates a mistake in a performance.

**Experienced:** Can't do any of the hardest juggles, but has mastered all the basics moves including multi-person juggling. A failed roll indicates a mistake in a performance, but a rapid recovery.

**Seasoned:** Can juggle just about anything. A failed roll indicates a mistake in a performance, but recovery so rapid that the audience may not be able to detect the mistake.

### Prestidigitating *difficulty: Hard*

Characters with this ability are skilled in slight of hand. It amuses people of all races and ages, except for acubon. They anger quickly at any sign of deception.

**Familiar:** Can perform basic tricks. Failure indicates a poorly covered up mistake.

**Experienced:** Can perform sophisticated tricks. Failure indicates a minor mistake, covered well.

**Seasoned:** Can do what seems impossible. A failed roll indicates a very small mistake, covered so well that only other prestidigitators can detect it.

### Orating *difficulty: Hard*

An orators on Jorune is called an Ahdis. They gather crowds around them as they expel their heated words. A seasoned ahdis can get a riot going. The *Sholari* will generously dole out penalties for outrageous oration.

**Familiar:** The crowd likes you.

**Experienced:** The crowd chants for you.

**Seasoned:** The crowd believes you and will follow your lead for a few minutes.

### Story telling *difficulty: Hard*

This is a favored skill amongst humans and the Iscin races. It is important in illidges and shenters when recanting stories to other bar patrons, and parents increase their trust of those who can weave spellbinding yarns for the little ones. Myths and legends are the basis of many stories, and children grow up on stories that condense their culture's history. This is not a skill of oration, and only applies to small groups.

**Familiar:** Can keep children occupied for a short time. A failed roll indicates that the kids get unruly quickly. With adults, a successful roll indicates interest in your story.

**Experienced:** Can keep kids occupied for an hour or so. Success with humans indicates a well told yarn. Failure indicates that the audience's interest fades.

**Seasoned:** Can keep kids spellbound for hours. Can keep adults equally spellbound. Failure indicates the audience's interest fades, but the character is fast enough to sense this and shorten the story.

## Classical Arts

The classic arts include painting, carving and sculpting.

### Painting, Carving, Sculpting *difficulty: Hard*

These percentages describe levels of success and competence in painting.

**Familiar:** Basic artisan. Not highly skilled. Creates objects of passable quality.

**Experienced:** A skilled artist. Capable of creating objects that people will value.

**Seasoned:** A master. Creates valuable pieces that are seen on display or in demand.

## Music Skills

### Instruments *difficulty: Hard*

There are a variety of musical instruments from which to choose: Dichandra stones (made from the hard wrists of dichandra), jampers (drums made from corondon skin), tenter shines (horns made from the brynk hard wood), whosins (string instruments, similar to the violin), and synths (3d holographic Earth-Tec sound generators, very rare).

**Familiar:** Can play a basic tune.

**Experienced:** Can play full length pieces.

**Seasoned:** Can compose and play complex pieces with this instrument.

### Singing *difficulty: Hard*

Singing is a popular skill in human culture. Singers are needed for plays, and also gives performances on the street. Whistling is treated as a musical instrument for the purposes.

**Familiar:** Sang okay for a beginner.

**Experienced:** Sang well, received favorable response.

**Seasoned:** Great singer. Crowds go a little crazy for this character.

## Animal Handling

These skills are used to coax and lead animals into doing the character's bidding. This involves something different for each race described. The character's levels of success have a great deal to do with the outcome. Each creature has a Rank bonus or penalty. A good natured thombo might be a bonus of 2 Ranks, while an especially mean tarro deserves a -5 Rank penalty.

For thombos, talmaron, tarro, pibber, and all other forms of Jorune life, Boccord Signature Skills can be of assistance. If a successful Fake Signature roll can be made, the handler receives a bonus of 1 Rank if Familiar with Fake Signature, 2 Ranks if Experienced with Fake Signature, and 4 Ranks if Seasoned. Although different tactics are employed, the most common fake signatures empathize a sense of either approval or displeasure on the part of the handler.

### Thombo *difficulty: Moderate*

Thombos are not very temperamental, but they are skittish. Those experienced with these creatures are able to keep them under control during tense moments. Those unfamiliar with thombos are in danger of being bucked off every time a tarro screetches nearby. Falling from a thombo can be injurious. Treat the injury as a fall, adding 2 to the 2D6 die roll.

**Familiar:** Understands how to treat a thombo and keep it under control. A successful roll indicates that the creature is kept calm in a tense situation, or that an extra couple of yards/round of speed have been coaxed out of the thombo. Failure indicates that the creature attempts to bolt, throwing the rider, or that the thombo refuses to

speed up.

**Experienced:** Can maintain the thombo under most circumstances. On a successful roll, the creature is kept under control, or the thombo is coaxed into a few extra yards/round of speed. Failure indicates that the creature bolts or that the thombo refuses to speed up.

**Seasoned:** Has a good rapport with thombos, understands how they perceive the world. Can keep a thombo under control in most any circumstance. Can almost always coax a thombo into greater speed. Success indicates a calm thombo, or a little extra speed. Failure indicates that the creature responds partially.

### Talmaron

*difficulty: Hard*

These flying mounts are exceptionally difficult to grow accustomed to. They are fairly docile, as opposed to their big cousins, the undomesticated duradon.

**Familiar:** Has flown a talmaron before. Can fly in relative safety. On a successful roll, the creature is directed correctly. On a failed roll, the talmaron travels where it wishes.

**Experienced:** Has spent many hours flying talmaron. A successful roll indicates that the creature is directed correctly or that a little bit of extra speed is coaxed out of the talmaron. A failed roll indicates that the creature flies where it wishes, or that the request for extra speed is ignored.

**Seasoned:** Has flown talmaron for many years. A successful roll indicates that the creature flies where directed, or increases speed, or performs one of many dangerous aerial maneuvers. A failed roll indicates that the creature flies off course a bit, or refuses to alter speed, or balks at a tug for evasive action.

### Bochigon

*difficulty: Very Hard*

Bochigon are enormous beasts capable of lifting a dozen men if need be. They are temperamental, and must be treated with care. They have been known to kill riders. Skilled riders are usually safe; those who lack understanding of these beasts typically last for only a single ride. Being thrown from a bochigon is very serious. The injury is treated as falling, adding 3 to the 2D6 roll.

**Familiar:** Stands a chance of riding the bochigon productively. A successful roll indicates that the bochigon takes notice of the rider and travels in the general direction desired. A failed roll indicates that the creature travels where it wishes and may make an effort to throw the passenger if it continues to annoy. A successful roll against Strength, penalized by 5, is necessary to remain on the bochigon.

**Experienced:** Understands the bochigon. On a successful roll, the creature travels the desired path. A failed roll indicates that the rider's chosen direction is ignored, but the creature does not attempt to buck.

**Seasoned:** The bochigon deals well with this rider. A successful roll indicates that the creature travels where the rider desires, and will even speed up. A failed roll indicates that the bochigon travels where it wishes, but there is a good chance that it is simply choosing an alternate path.

### Horses

*difficulty: Moderate*

Horses are rare on Jorune. Only trained riders are usually trusted with these creatures. Horses are superior to thombos in combat, but do not provide the offensive capability of a bochigon. Horses rarely buck. Horses travel faster when spurred on, but it takes a talented rider to squeeze that extra little bit of speed from his or her mount.

**Familiar:** Can direct the creature successfully. On a successful roll can push the mount a little faster.

**Experienced:** Experienced rider Can coax the creature into more speed or dangerous maneuvers on a successful roll. A failed roll indicates that the creature shies away from something dangerous.

**Seasoned:** Must have spent some time with the particular horse in question already (otherwise, experienced is the best). A successful roll indicates that the rider can persuade the horse to jump, go full sprint, or perform any other reasonable task. Failure indicates that the horse refuses the additional task.

### Tarro

*difficulty: Very Hard*

These beasties can cause quite a commotion if they ever start screetching. Those skilled in their handling are often able to prevent this ordeal. Tarro only screetch if startled, frightened, or just especially malicious.

**Familiar:** Has spent a little time around tarro. Can assume a threatening posture with arms hunched intimidatingly. This will sometimes frighten the creature into submission. A successful roll indicates that unsavory behavior on the part of the tarro has been avoided. Failure results in screetching or whatever mayhem the creature intends.

**Experienced:** Those who keep tarro as long-term pets can rise this high in their handling without Boccord Signature skills, but no higher. Success indicates that the creature does not screetch or wander off. Failure indicates that the creature occasionally wreaks some sort of havoc as it pleases.

**Seasoned:** Only those who are at least Experienced with Fake Signature Skill can climb this high in tarro handling. The high percentages indicate that the creature and handler have spent a long time together. Success on Fake Signature rolls increases the chances even higher. Even a long term pet tarro will sometimes disobey if signatures are not sent.

### Pibber

*difficulty: Moderate*

Skill in handling pibber focuses around keeping them in one place (instead of bounding about) and preventing them from thisting. Pibber are rarely any trouble; it is only when they are threatened or frightened that a roll might be necessary. Only roll against this skill under those circumstances.

**Familiar:** Is marginally capable of keeping the pibber in one place. A successful roll indicates that the creature does not wander off or thist. A failed roll indicates that the creature goes where it wishes or begins thisting (if that's what it wants to do).

**Experienced:** Pibber and handler have spent some time together. The creature does not run off or feel intimidated enough to thist on a successful roll. On a failed roll, the creature does as it pleases.

**Seasoned:** The handler and pibber have spent a long time together. The pibber is well behaved on a successful roll and rarely runs off or thists.

## The Iscin Skills

Iscin are people of especially learned ability in areas such as the classics and sciences. The societies of humans, woffen and bronth carry on the Iscin traditions from their beginnings thousands of years before Gauss Valley. An Iscin apprentice studies under a "Written Iscin" (one who has published in one of the Iscin libraries) for six to eight years before attempting truly independent pursuit.

Iscin are the main employers of these skills, although the well educated are often taught the basics in many of these areas. A knowledge of the topics in these skill groups requires dedication, not casual study. Vague familiarity with many of the following topics is described in the Practical Knowledge skill group. Familiarity with any of these skills indicates a Seasoned status if the skill also appears in the Practical Knowledge group. Higher skill Ranks with the Classics bring Practical Knowledge skills to Rank 20. Only Iscin or the especially well educated ever rise to such levels of competence. Major libraries of Iscin collections exist in the cities of Gauss (home of the original Iscin libraries), S'Nabla, Ehvans, D'Loo, Ardoth, Tan-Iricid, and Yobreh (the Lunderian capital).

## The Classical Iscin Skills

The classics include subjects such as history, literature, cultural anthropology, mathematics, etc. Subjects of a classical nature. Their training involves a great deal of book work and indoor study. Iscin involved in the classics are typically bound to a library.

### History

*difficulty: Very Hard*

Rank in history indicate the Iscin's level of expertise in the subject. At low Ranks, basic culture and history are well understood, but the detailed knowledge of a historian is missing. At higher levels, great sophistication emerges, enabling the historian to pursue research. Historical pursuit is especially active in the S'sydra region, based in S'Nabla, where historical reconstructions of the Ramian invasion of 3113 is progressing.

Unfamiliar: Unable to make sophisticated judgments about historical events. Unable to participate meaningfully in historical research. Success on die rolls indicates coincidental familiarity with a historical topic.

Familiar: Is well acquainted with Jorune's history. Has studied many topics in great depth. Can intelligently discuss any important historical event that would be covered in a thorough course of study. Success indicates particularly sharp insight or great familiarity with an historical topic. Failure indicates only broad knowledge of a topic. Only rarely should a failure roll here prompt a roll against Practical Knowledge to see if the Iscin is completely in the dark on a particular topic.

Experienced: Participates in historical research at some level of involvement or is qualified to. May be published in Iscin halls. Has probably traveled to various sites to explore records and recover artifacts. Success on a die roll against skill level indicates that the Iscin is aware of obscure resources or has particularly brilliant insight on a topic. Failure should be interpreted as mere competence without brilliance.

Seasoned: Is actively pursuing research, as a team leader if working with others of lesser ability. Is published in Iscin halls and is recognized by name by Iscin of similar pursuits. Die rolls are to be interpreted liberally. Failure indicates such mastery over a topic or issue that the Iscin must work at filtering out pertinent but complex material from a presentation to others. Success indicates that the information is usefully presented by the Iscin clearly and quickly.

### Literature

*difficulty: Very Hard*

Skill Rank in Literature indicates how well read a person is. This topic covers many areas and is used in game play to determine whether a person has come across a piece of information through reading, be it fiction or non-fiction. We describe no variable levels of success. A successful roll indicates familiarity with a passage of text. Failure indicates that a blank is drawn. This is different than Information Search, a Common skill, because there is no activity performed. The character already knows of the literature, or he doesn't

### Mathematics

*difficulty: Very Hard*

The serious pursuit of mathematics is mainly the ambition of true Iscin and thriddle. Interest in warp mappings has prompted great interest in complex analysis, differential topology and geometry, and abstract algebra. Human mathematicians on Jorune have learned much from their thriddle counterparts. These are not arithmetic or computational skills, they are highly abstract in nature and require years of intense effort to master. We will spare you the variable levels of success for this skill group. Treat successful rolls as solutions to hard mathematical problems; failed rolls indicate that either more time is needed or that the problem is not solvable in a reasonable amount of time (if at all).

### Languages

*difficulty: Hard*

Has a classical background in the study of languages. Has learned to speak a little bit of most languages. This skill is only used when the Iscin does not have even a familiarity with the language in question.

Familiar: Not a very good chance of understand speech in a unknown language. Success indicates a luck intuit.

Experienced: Can figure out the basics of what a creature is saying.

Seasoned: Can converse on basic topics.

### Philosophy

*difficulty: Very Hard*

This skill is of little practical use. It comes in handy when one philosopher meets another. Only players with a bent for philosophy should choose this skill. Variable levels are not provided, but a character seasoned in this skill has probably published.

## Iscin Field Science

### Biology

*difficulty: Hard*

Familiarity in biology grants a character Rank 20 knowledge in the skills of flora and fauna recognition located in the Practical Knowledge skill group. Actual biological research involves the study of plants and animals, their anatomies, diets, lifespans, methods of reproduction, their origins, predators and social patterns.

Familiar: Has had minimal training in biology. Is seasoned at flora and fauna recognition. On a successful roll can describe details of a plant or animal.

Experienced: Has had extensive training as a biologist. Can pursue research and experimentation. A successful roll indicates experience with the details of a certain plant or animal.

Seasoned: Expedition leader or major participant. A successful roll indicates brilliant insight into a creature's biology.

### Earth-Tec Operation/Modification

*difficulty: Hard*

Level in this skill is not used to determine rough familiarity with energy weapons and other devices, but instead are involved with hands-on experience in repair and device operation. Most of the people who work on the Dharsage supply of energy weapons are Iscin. Although these skills involve hands on use, they do not assume understanding of the principles or mechanisms behind these device's operation. Repeated attempts are allowed.

Familiar: Knows the basics of Earth-Tec. On a successful roll can disassemble using sonic actuators, replace modules, clean devices, strip broken devices for parts, etc. Failure indicates that the Iscin is unable to open a device, or if already open, is unable to pull something out or fit something into it. Repeated attempts each take an hour A "second failure" roll (a roll of 20 on the D20) indicates that the Earth-Tec device has been broken by the character.

Experienced: Competent at the disassembly of Earth-Tec. A successful roll indicates that maintenance tasks and minor repairs are made quickly. Failure indicates that the process proceeds slowly. Repeated attempts are allowed very 10 minutes.

Seasoned: Highly skilled at the disassembly and repair of Earth-Tec. On a successful roll can use a laser-torch to weld broken areas without fusing circuits, replace "lock-modules" that can be removed only through welding and make minor structural changes. Failure indicates that one of these processes proceeds slowly or fails.

### Bio-tec

*difficulty: Very Hard*

This skill is must for anyone who wants to be able to manipulate Bio-tec. The character knows about corks, incupods and recos, and their care.

Familiar: Decreases the chance of a reco failure-mode by 2 Ranks through watering and caring for the incupod.

Experienced: Decreases the chance of a reco failure by 5 Ranks through incupod attention. Also knows the basics of cork cutting, but doesn't know how to create anything special.

Seasoned: Decreases the chance of a reco failure by 10 Ranks through incupod attention. Can create new forms of recos. A failed roll indicates that the result is unplanned.

### Geography

*difficulty: Hard*

An Iscin's knowledge of geography is broad. All available maps are studied in detail, and information on places both distant and obscure is learned. Knowledge in geography encompasses the form of land type, weather, population, resources, economy, transportation, defense, agriculture, sources of water and miner-

als. Depending upon the obscurity of the place mentioned, a bonus or penalty in Rank may be assigned.

**Familiar:** On a successful roll recognizes the name of a place mentioned, and knows all the basics about it. Knows where it is, how to get there, its resources, etc. Failure indicates that the place is unfamiliar to the Iscin.

**Experienced:** On a successful roll the Iscin knows almost as much as someone who lives there. Can describe most any location in detail. Failure indicates that the Iscin is familiar with the name and approximate location only.

**Seasoned:** On a successful roll knows as much or more about important aspects of a place than someone who lives there. A failed roll indicates that the Iscin has only limited knowledge of the location in question.

### Geology

*difficulty: Hard*

An understanding of minerals, land types and simple material processing. An Iscin studying geology is able to identify almost any kind of inorganic material.

**Familiar:** On a successful roll can find sources of water and common materials. Can predict terrain up ahead. Knows the names of some minerals. A failed roll indicates that the Iscin was misled, or did not know the name of an inorganic material.

**Experienced:** On a successful roll can identify an unknown material, find water or materials sought (if they exists nearby).

**Seasoned:** On a successful roll can identify an unknown material and describe its properties; can find water or materials if they exist nearby.

### Isho Weather

*difficulty: Hard*

Iscin with this skill can predict trends in the Isho weather by taking measurements with crystal dust every so often. By moving from place to place, Iscin can determine what Isho geography lies ahead. It is even possible to identify warps with this skill. Caji are usually familiar with this skill. The technique employed is to drop a palm full of crystal dust over a large circular grid (usually made of hide). As the dust settles over the hide, it reveals some of the structure of the nearby energy. Taking the measurements is easy, understanding them is more difficult. Mathematics are very important for this type of work. Iscin must be at least Familiar with mathematics before they can begin the study of Isho Weather.

**Familiar:** On a successful roll is able to measure the sho-sen's (Isho wind's) current and direction. Can find Isho rich areas if they are nearby. A failed roll indicates a bad measurement.

**Experienced:** Can find a nearby warp on a successful roll, predict an Isho storm, detect the sho-sen's direction and current. Can find an Isho-rich area. A failed roll indicates a bad measurement or prediction.

**Seasoned:** Consistent at predicting Isho storms, finding warps, determining the sho-sen's direction and current.

### Physics

*difficulty: Very Hard*

The study of physics is somewhat backward on Jorune. In the last one hundred years Iscin have come only as far as basic Newtonian mechanics.

**Familiar:** Understands some of the basic fundamentals of classical mechanics, some of the nature of light, and fluid flow. On a successful roll is able to solve simple engineering problems calculating forces and strains. Failure indicates an incorrect solution to a problem. Must be Familiar with mathematics.

**Experienced:** Capable of solving moderately complex mechanical systems on a successful roll. Is involved with research at some level. Must be Experienced with mathematics.

**Seasoned:** Solves a hard problem in classical physics on a successful roll. Understands some of light's nature, simple ideas in fluid mechanics, orbital mechanics. Must understand mathematics at a seasoned level. Perhaps aiding in the development of Lagrangian mechanics.

### Physics

*difficulty: Very Hard*

The study of the orbits of Jorune's moons and the constellations has been important in navigation and the design of the Jorune calendar. Caji are usually Familiar with this skill, making it possible for them to predict the best time of the month for them to increase their Max Isho. Those knowledgeable in this field are able to predict lunar eclipses, and can calculate what moons will be out at any given time.

**Familiar:** Determines the best day of the month for the character's Maximum Isho increase. Has a slight chance of predicting an eclipse or calculate the position of several moons for a given time and date. Roll for success.

**Experienced:** Has a good chance of predicting eclipses and calculating lunar positions. Is casual in making predictions.

**Seasoned:** Knows at any given time when the next eclipse will occur and can casually discuss when different lunar configurations will occur. A failed roll indicates that the Iscin has made some slight error.

## Languages

Although the difficulty of each language is different, the Levels of success are the same for all. A successful roll always indicates that the character conversed or used written skills at their level of ability. A failed roll indicates that they used their skill at a lower level. Characters are always Seasoned at their native tongue, which is Entren for most humans, muadra, and boccord and all Burdothians. Characters have ranks for the spoken and written forms of a language. The written version of the skill begins 3 ranks lower than spoken version.

**Familiar:** Knows how to make basic statements and ask simple questions in the language.

**Experienced:** Can speak with some fluency, but is easily recognized as a non-native speaker.

**Seasoned:** Speaks like a native of the language.

### Acubon

*difficulty: Very Hard*

This language is made of clicks and pops. It sounds garbled to speakers of Entren.

### Blount

*difficulty: Very Hard*

Abahth is their language. It is a mixture of lizard sounds and gurgles.

### Bronth

*difficulty: Hard*

Boru is the bronth language. It has a thick and solid sound. Most words are short in boru. This language is a favorite of historians. Characters Experienced in Boru are automatically Familiar with Thowtis and vice versa.

### Cleash

*difficulty: Very Hard*

The cleash language has no name that humans can pronounce. Their words are clicky-clacky and require tremendous effort to duplicate. Scarmis are the best at speaking Cleash, next are the thriddle.

### Corastin

*difficulty: Moderate*

The native corastin language is dying in favor of Entren. It is not hard to learn, but it doesn't convey very complex ideas. It is made up of short, exhaled sounds.

### Croid

*difficulty: Very Hard*

Their language is mainly grunting sounds. Humans can learn it with difficulty. The sounds of this language are used to frighten children.

### Crugar

*difficulty: Hard*

Their language is called Chaun-Tse. It is made of chewy, snarled syllables. Pronounce your "ch" sounds as "sh" around crugar. They take offense easily.

**Entren** *difficulty: Hard*

This is the human language, and is based upon English. The grammar has remained intact, but many of the meanings of words have changed.

**Ramian** *difficulty: Very Hard*

Their language is spoken in deep, low tones. Speaking it hurts the throat of Entren speakers. The language is called "Rorch-ko."

**Salu** *difficulty: Moderate*

There is no specific salu language, they speak a garbled Entren. It is moderately difficult for humans to learn this language, but most of the words are the same.

**Scarmis** *difficulty: Very Hard*

They speak a language that sounds a lot like the cleash language, but is different. All scarmis speak the cleash language fluently.

**Shantha** *difficulty: Very Hard*

The shanthic language is very complex. It is melodic and flows with sound and Isho. The spoken part of the language only conveys part of the content. A constant stream of Isho adds life to the words. Humans can never gain a truly seasoned ability with the shanthic language, but it is possible for muadra, given many, many years.

**Thriddle** *difficulty: Very Hard*

The language Triddis is very complex. Is is spoken by thriddle all over Jorune. Humans often learn it to gain favorable responses from thriddle. Most of the books at the Mountain Crown of Tan-Iricid are written in Triddis.

**Thivin** *difficulty: Hard*

Their language is soft and graceful, but has a grammar like that of the ramian. Those who live in human areas speak Entren fluently.

**Trarch** *difficulty: Moderate*

The trarch language is called Troffa. It includes many gestures and motions that can only be duplicated when holding a club.

**Woffen** *difficulty: Moderate*

Thowtis is their language. The words are longer than those in Boru (the bronth language), but the grammars are similar. Characters Experience in Thowtis are automatically Familiar with Boru and vice versa.

## Interaction Skills

Each of the interaction skills indicates how well the character relates to characters of other races. Rolls can be called for by the *Sholari* for Interaction *or* Etiquette. All interaction skills have a Difficulty of Hard. Several of these skills need explanation.

**Military Etiquette.** *difficulty: Hard*

Characters in the military must conform to rules and regulations that govern their conduct. This skill indicates how well they do.

**Caji Etiquette.** *difficulty: Hard*

Caji have a very particular set of rules as to how they greet, how they approach each other's naulls, and when it is permitted to probe each other's Isho.

**Thriddle madness Etiquette.** *difficulty: Hard*

When thriddle go stark raving mad, this skill indicates how well a character is able to deal with them. A failed roll indicates that the thriddle considers the person an evil influence in his environment.

## Melee Weapons

Melee weapons skills like Sword and Club are used like other skills. A roll against rank on a D20 indicates success in a combat situation with a weapon. All melee weapons are Moderate in difficulty when it comes to skill improvement. Melee weapons have their own column in the Skill Ranks table on your character sheet. Their ranks for Unfamiliar, Familiar, Experienced, and Seasoned are: 1, 10, 13, 16. Each weapon has its own Rank modifier for Defending and for the Advantage roll. Defense Rank with a weapon is formed by adding a character's attack Rank to the weapon's Defense bonus.

For example, Kyle Jarker is a beginning character who is Familiar with the battle-axe. Melee weapons starting at Familiar have a Rank of 10. The battle-axe is a slow weapon that is difficult to defend with. Its Advantage and Defense modifiers are -4 and -4. So Kyle hits with his battle-axe on rolls of 1 through 10 on a D20 roll, receives a -4 penalty to his D20 Advantage roll (explained in the Combat chapter), and receives a -4 penalty on his defense roll, forcing him to roll a 1 through 6 to succeed.

All melee weapons gain the same benefits of reaching higher levels:

**Unfamiliar:** Can't do anything special with weapon. Penalty of -5 to Advantage rolls.

**Familiar:** Allowed various attack types: swing, thrust, lunge, overhead

**Experienced:** Bonus of +3 on Advantage rolls.

**Seasoned:** Bonus of +5 on Advantage rolls.

**Defend Without Weapon** *difficulty: Melee*

Characters defending with no weapon may roll against their Defend Without Weapon skill if an attacker succeeds with his attack roll. A low Advantage roll prevents this type of defense. (see Chapter 4, Combat).

**Defend with shield** *difficulty: Melee*

Characters with a shield may use it for their defense roll. Only a single defense may be made per combat round, so if a character uses a shield, he cannot also roll against Defend Without Weapon. Shields count as armor. If the weapon penetrates the shield, injury is taken to a random location.

**Entangle** *difficulty: Melee*

Entangle is an attempt to lock weapons with an opponent, thus holding him at bay. On a successful entanglement attack, neither opponent may use the locked weapons. An entanglement is considered an attack. Characters may make a defense roll against a entanglement attack. The entanglement ends when the character with the higher advantage decides to break it off. During the entanglement, the character with the higher Injury Bonus (Size Modifier + Strength Bonus) can push the other character back 2 yards per round. If both characters are of the same Attack Modifier, roll a D20 to break the tie.

**Tackle** *difficulty: Melee*

A tackle is an attempt to bring an opponent down to the ground. Before a tackle can be made, a successful roll to Advance is necessary during the same round. If both these rolls are successful, it still must be determined that the opponent was actually pushed to the ground. The steps are:

1. Add attacker's Injury Bonus x 10 to his Strength Rank
2. Add defender's Injury Bonus x 10 to his Strength Rank
3. Subtract the defender's number from the attacker's
4. Add 10 to get the Rank to Tackle.

Thus, a human with a Strength of 17 against a Bronth with a Strength of 12 would have to roll a 1 through 5 to tackle:

5 = 27-32 + 10

27 = Human's Strength + 10 x his Injury Bonus of +1 for a high Strength. 32 = the bronth's strengh + 10 x his Injury Bonus of +2 for being a bronth.

**Advance** *difficulty: Melee*

An advance brings a character in one weapon range closer. From pike range to sword range, or from sword range to fist or knife range. The defense against an Advance is a Withdraw. If the Advance roll succeeds and the Withdraw roll fails or is not made, then the person advancing has made it in closer.

Using a weapon at an improper range always penalizes Advantage by 5. If the weapon is too far to be used, no attack can be made. The person who is at ideal range against an opponent who doesn't have a weapon at ideal range receives an Advantage Bonus of +5.

**Withdraw** *difficulty: Melee*

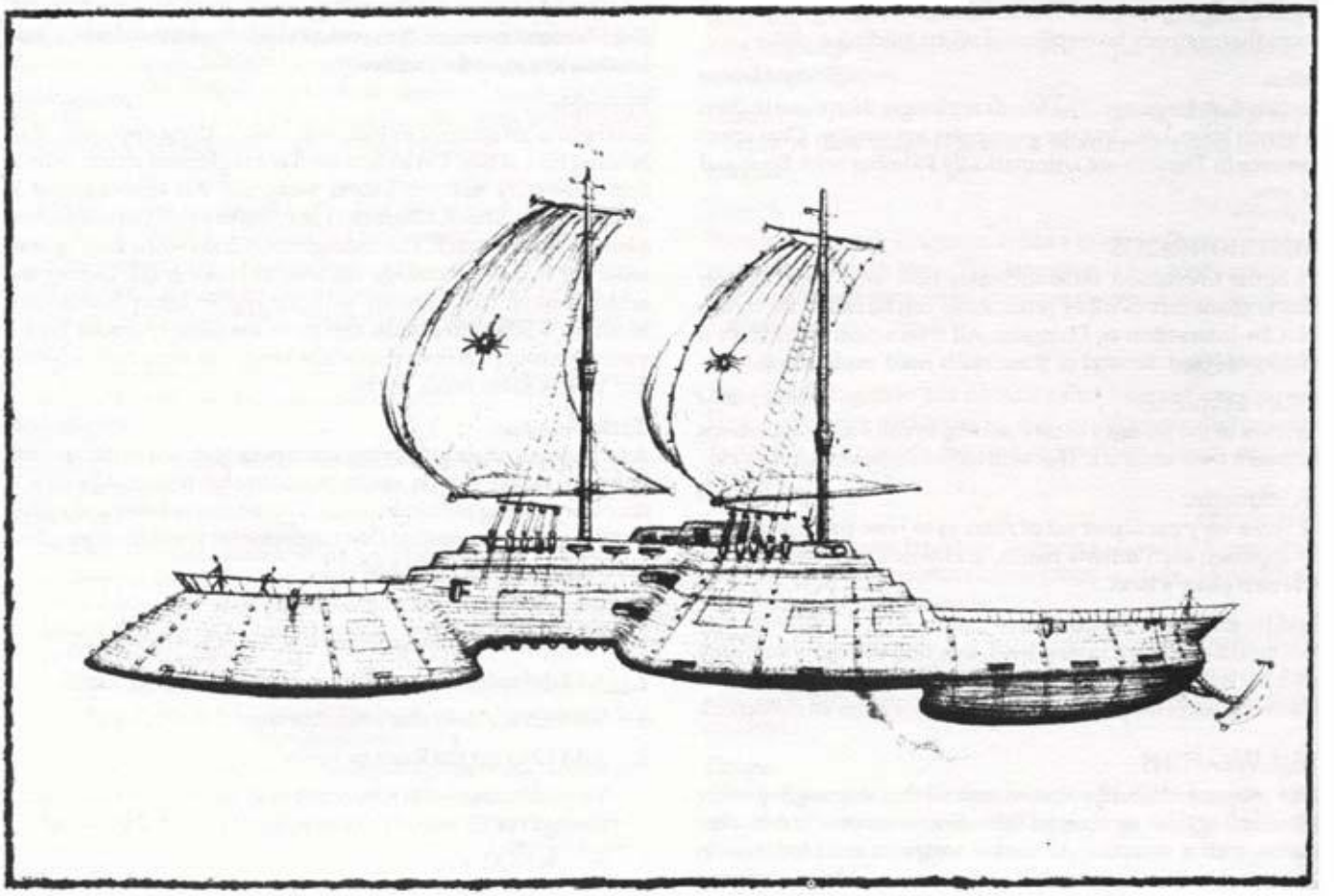
A successful withdraw removes character one weapon range from his opponent. This is only used when an opponent is attempting an Advance. A withdraw counts as a combat action, so only characters able to perform two tasks per round can withdraw and attack or withdraw and defend.

## Range Weapons

Bows, pistols, dyshas, throwing knives, and rocks are all range weapons. Skill Rank with a range weapon is subtracted from the number needed to hit on the Range Combat chart. The three Rank numbers listed at every range for every type of weapon are the numbers needed for hitting a Stationary, Moving and Running target.

*A Gomo Giddyne*

*Jaspian Crystal Schooner*



# CHARACTER BACKGROUND

The richness of your character's background will greatly enhance your role-playing. You should decide for yourself where your character came from, his or her family life, social life, and if he or she has had any adventures prior to beginning tothis. If you have trouble coming up with ideas of your own, feel free to use the following tables to guide your inspiration during character creation There is no need to feel constrained by these rolls. If something you roll sparks an idea, go with it. Remember to ok your background with your Sholari before play begins. There might be some backgrounds the Sholari will not allow, or some that work better with the campaign to be run. Each of the sections which follow add depth to some aspect of your character. The die rolls and explanations are optional, but highly recommended. These tables are also very to the Sholari for NPC creation.

## Parents' Occupation:

Choose your parents' occupations. You may then take 2 bonus Ranks split between skills of both parents. For example, let's say you decide that your father was a condrij and your mother was a shast. You could increase two condrij skills (like First Aid and Military Etiquette), or two shast skills (like Woffen Language and Current Events), or one of each. Remember, when picking initial skills, the first Rank point raises the skill to Familiar if it is not already.

## How/Why/When You Left Home:

The following list can help you understand your relationship with your family. These are broad categories; you get to fill in the specifics. First, decide the current location of your family. Try letting your decision be guided by your parent's occupations. Then ask the question, "Why did I leave home?"

| | |
|---|---|
| 1 - 6 | Never left. Still let Mom make my lunch. (Do you like this situation?) |
| 7 - 15 | It was time. (Was the parting sweet sorrow?) |
| 16 - 25 | Fell in love and moved away. (Relationship still intact? Are you still in love? Did your parents approve?) |
| 26 - 40 | Wanderlust. Wanted to see the world. (Any place or thing in particular? Are you a gauthi rug enthusiast, seeking the finest rug in the land?) |
| 41 - 45 | Took job that required leaving home. (What kind of job? Where? Are you still doing that?) |
| 46 | Kidnapped, then escaped. (Wow! Tell me more!) |
| 47 - 55 | Parents moved away, but I stayed. (Enrolled in school?) |
| 56 - 60 | Separated from family through a natural disaster. (Isho storm?) |
| 61 - 65 | Separated during war. (The Ramian invasion of 3472?) |
| 66 - 70 | Parents abandoned you. (Why would they do such a thing?) |
| 71 - 80 | Didn't want to follow in their footsteps. (What do you want to do instead?) |
| 81 - 90 | Wanted to see the world. (Did they try to stop you?) |
| 91 - 100 | Couldn't have stayed another minute. (What was so bad?) |

## Friends

Earlier in the character generation process you wrote down the number of friends important in your life. The *Sholari* has the option of telling you that you have more or less friends, and can create your friends for you. *Sholari* permitting, use the list below to see who your friends really are. Ask yourself "Who is this person? How did we meet?"

| | |
|---|---|
| 1 - 2 | Childhood friend. (Have you kept in close touch?) |
| 3 - 10 | Student at school. (Did he or she cheat off your papers?) |
| 11 - 15 | Someone who duped you. (Street magician?) |
| 16 | Someone who saved your life. (Do you feel like you owe him/her something?) |
| 17 - 18 | Someone who gave you money when you needed it. (Did you pay it back?) |
| 19 - 20 | Someone you hit bottom with. (Did one or both of you recover?) |
| 21 - 23 | Previous relationship turned friendship. (Is it tough sometimes?) |
| 24 - 26 | A guide. (Where did you travel together? Did you keep on track, or is this person a bad guide?) |
| 27 - 30 | An Aunt or Uncle. (Hows the age difference? What do you talk about?) |
| 31 - 34 | A counselor in school. (Were you flunking out, or getting help with a scholarship application?) |
| 35 - 40 | A Yord. (Did he or she give you directions? Arrest you? Treat you well while you were *mistakenly* locked in the herris?) |
| 41 - 50 | Someone you share a common interest with. (A fellow gauthi rug enthusiast? Another dyte like you?) |
| 51 - 52 | A co-worker. (Do you like your job? Do you both make the same wage?) |
| 53 - 55 | Someone you met by chance in the bazaar. (Were you both wearing *exactly* the same clothes? |
| 56 - 60 | Someone you met while doing your civic duty. (Beagre Abatement squad?) |
| 61 - 63 | A shopkeeper. (On the Manser Strip? Sells the sharpest knives?) |
| 64 - 66 | A non-human met at the Shen. (What race? Why is he/she in Ardoth?) |
| 67 - 68 | Someone who sold you a pet. (Is it still alive? Was it a good pet? Or a monster?) |
| 69 - 71 | Someone who trained you. (In dyshas? In mayoo? In playing the dichandra stones?) |
| 72 - 73 | Someone met during a disaster. (Isho storm? Did you comfort each other?) |
| 74 - 79 | Someone met on a vacation. (Are you pen pals?) |
| 80 - 81 | Someone met at sea. (On a cruise? On business? As deckhands?) |
| 82 - 83 | A medical assistant. (Dressed a nasty wound for you?) |
| 84 - 89 | A Gamester. (Sharked you in shambo or mayoo?) |
| 95 | A taxidermist. (Stuffed your pibber when he passed away?) |
| 96 - 100 | A wealthy/powerful friend of the family. Roll D100 next. |

*If you rolled 96-100 (wealthy, powerful friend),*

*roll D100 and check the list on the following page.*

| | |
|---|---|
| 1 - 5 | Teacher |
| 6 - 25 | Dharsage administration |
| 26 - 50 | Chell's administration |
| 51 - 60 | Burdothian military |
| 61 - 62 | Ardothian council person |
| 63 - 80 | Ardothian council support person |
| 81 | Ambassador |
| 82 - 84 | Local kim member |
| 85 - 100 | Rich family |

Make two D100 rolls for each friend. The first tells how close you are as friends, and the other tells what terms you're currently on.

Closeness:

| | |
|---|---|
| 1 - 15 | Fair weather friends |
| 16 - 50 | Social acquaintances |
| 51 - 70 | Get together friends |
| 71 - 80 | Close |
| 81 - 90 | Very close friends |
| 91 - 100 | Inseparable, best friends |

Terms:

| | |
|---|---|
| 1 - 5 | Fighting, enemies |
| 6 - 15 | Bad terms, avoidance, issue between you |
| 16 - 30 | Avoid contact, bad situation occurred |
| 31 - 100 | Everything's Okay. |

## Your Character's Quirks

Flesh out your character. Make him or her an individual. Choose a favorite color. Favorite food. Most hated food. What does he or she avoid (crowded illidges (bars)?). Did your character once get trampled on by a thombo? Will he or she ride again? Or does he or she take great relish in eating thombo burgers at every opportunity? The choice is yours. If you need more ideas, look up "Food and Beverages" in the Appendix.

## Racial Attitudes

You can decide how you feel about other races based upon your family background, or you can roll D100 on this list. Roll once for each race you want to know about. How you developed these feelings should be determined in your character background.

feeling

| | |
|---|---|
| 1 - 3 | Hate passionately |
| 4 - 7 | Dislike |
| 8 - 10 | Avoid contact |
| 11 - 15 | Wary |
| 16 - 20 | Suspicious |
| 21 - 30 | Curious |
| 31 - 35 | Enjoy their company |
| 36 - 40 | Like |
| 41 - 45 | Ignore |
| 46 - 60 | Don't know, want to meet them first |
| 61 - 70 | Friendly |
| 71 - 80 | Hostile |
| 81 - 85 | Excited |
| 86 - 90 | Easy agitated |
| 91 - 93 | Prefer them to own race |
| 94 - 100 | Respect |

## Adventures

What was the most exciting thing that happened to you before you entered tothis? If you don't already know, take a look at the list below. Remember, that previous adventure should have an impact on other aspects of your character's life. Characters without too much excitement in their pasts are okay, too. The following list has 25 suggestions. To pick one randomly, roll D100 and divide by 4.

- An illidge erupted into a lethal fight between drunk Drenn using energy weapons and dyte punks. Several patrons died. You were there.
- Yords mistook you for an infamous wanted diyorda. You were arrested and thrown in the herris for a day until the matter was resolved.
- While camping, you saw a giant tec-ton walking in the distance. It fired a couple of warning shots at you, and you ran away.
- You attended a concert by Movthom, the thivin boc-rod master. Its beauty moved you beyond belief. You want desperately to hear him play once more.
- You witnessed a murder late at night. You did not see the killer clearly, but he saw you. You reported this to the nearest yord, but no body was ever found.
- After an enjoyable evening in your favorite illidge, you walked outside to find your trusty mount had been stolen. You never recovered your beloved thombo, but still you search for the unique scar it had on its left leg every time one of the beasts passes by.
- You got food poisoning once from eating bryitts at a fast-food kiosk.
- You once saw a cleash and ran away.
- While in Glounda, you were attacked by Isho enervors. During the battle, which was going badly for you, a Shantha appeared and killed them.
- You saw a Ramian fleet sailing in the distance. Your ship maneuvered to avoid them.
- You lost a lot of money once in a shady mayoo game. The thivin running the game quickly disappeared.
- A black pibber has taken an interest in you. It seems to follow you wherever you go. You have had no luck persuading it to go away.
- While you were walking on a bridge over the Manser Strip, a support collapsed, sending you, several other people, and plenty of debris into the road below.
- You saved a muadra child from a pack of rampaging beagre. Her family invited you into their circle, and now claim you as part of them.
- Once, while on a beagre hunt, you saw several of the beasties leap onto a woffen. You rushed to his aid and rescued him. He claimed you as a life-friend.
- Your boat capsized while you were sailing. A passing bronth ship picked you up. You liked the crew, and asked to sign on. You got a chance to see Dobre and the city of Tlon.
- An Isho storm blew up so quickly that you were caught outside. Fierce energy crackled all around. You found shelter just in time, and saw Isho bolts of unimagined strength crash down upon the very spot in which you had just been standing.

- You swear that one Mullin day you saw a huge, black-finned creature in the Ardoth Bay. People say you're crazy.
- One day a thriddle followed you, from morning until dusk. The last time you saw him was outside of the Bep Clep, where you had gone to buy a cream. You never found out what he had wanted.
- You took a sailing trip to Lelligire, but your luggage ended up in Tlon. You were without money and had to scrounge to get enough to get back to Ardoth.
- An arrogant boccord kept instigating fights in your neighborhood illidge. You had had enough, challenged, and defeated him.
- Several thriddle were being threatened by a crugar. You felt that the little helpless creatures needed a champion. You stood up for them and made the crugar back down.
- An old neighbor called you into his home when he heard you were beginning to this. He told you he was proud of you and that he would like to see you again when you finally made Drenn.
- When you were a young teen, you and your friends snooped around and discovered that the little old muadra lady next door was really a wanted limilate runner.
- You were crossing a field in the Glounda Forest on your way back from some shenanigans when you came across an incupod patch. You never told anyone about it.

### Your siblings

How many brothers and sisters you have can be rolled on a D6 for woffen and crugar, D6-2 for humans, muadra, boccord, and bronth. A negative number means that you're an only child. Choose the sex of each sibling (if any), and their birth-order. Use the Friends table to determine how close you are with each of them.

### Your Character's Origin

Players will usually be Burdothians, will have recently left their home towns, and will probably be heading towards Ardoth to register for their tothis in the Hall of Drenn. Choose one of the cities described in the Tauther Guide (Chapter 1) as your character's origin.

### Main Fascination

What does your character get the biggest kick out of?
Skyrealms
Warps
Dharsage
Earth-Tec
Bio-tec
Exotic creatures
Power over others
War/Weapons
Information
Interaction/sex
Isho
Dyshas
Isho Storms
Uncovering the past
Doing deals
Teaching
Entertaining

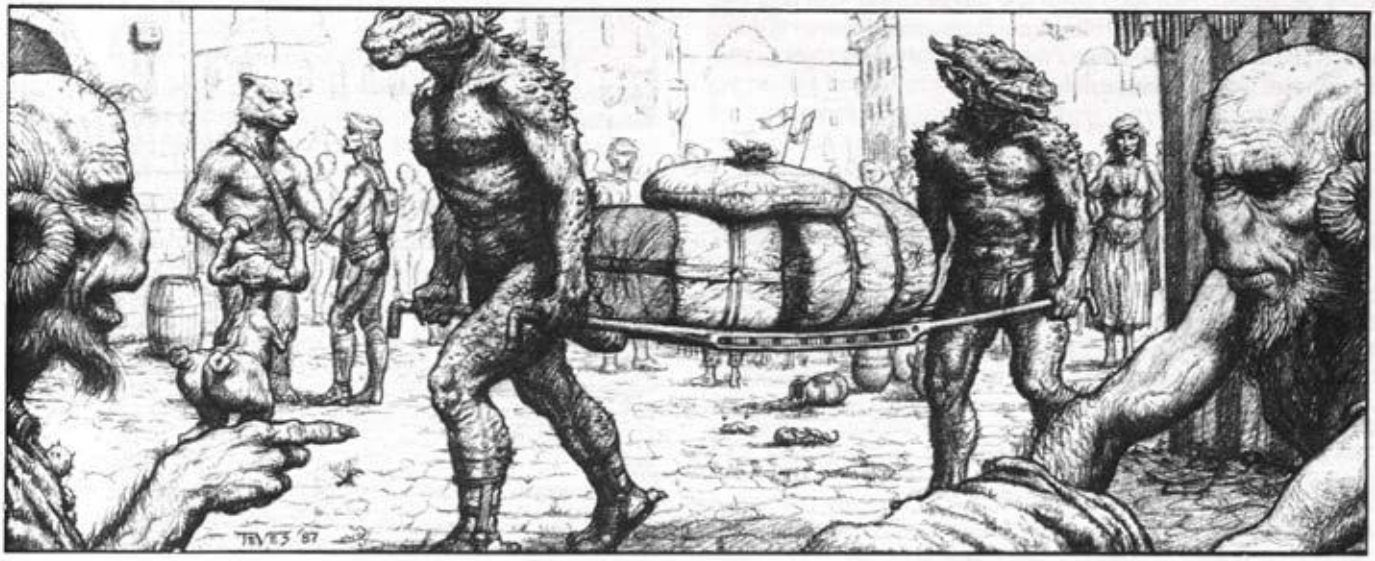
### Age, Height & Weight

Characters are usually about twenty years old when they start out. *Sholari* permitting, players can choose to role-play older or younger characters. Care must be taken not to imbalance game-play. Typically, older characters should have learned more, and are apt to have more skills. This can cause problems for beginning player characters. Players choosing younger characters should be aware that tauther applicants must be at least 20.

Average heights and weights were listed in the descriptions of each of the races. If you wish, you may roll a 2D6 for each of these measurements to see if you're above or below average. Treat high rolls as above average, low rolls as below average.

### Bonus for Background

If a player writes a one or two page background for his character, he gains an extra D3 Characteristics Ranks or D3 Rank Points to distribute throughout his skills. This is strictly a *Sholari* option.



# INITIAL EQUIPMENT

The amount of money characters start with is randomly determined. The standard of value in Burdoth is the gemule, which is worth about 1 American dollar. One hundred gemules is equal to a gemlink; ten gemlinks equals a gem. There are coins higher in value that are rarely used: a gemcluster equals 100 gemlinks, and a gemstar equals 1000 gemlinks.

Your character starts with 3D6 gemlinks. What you will spend your money on depends upon the situations your character is expecting. Characters who chose an origin other than Ardoth are assumed to have a thombo, unless they arrived by sea.

Gemlinks are the most common carried currency for travelers. All currency is made from naturally occurring, drained crystals that either hold the Dharsage's seal, or since the Energy Weapons War, has been marked by a laser torch. Drained crystals not processed by the Dharsage retains its natural mineral value. These are the same basic type of crystal that is used in crystal armoring, though most of the crystals used for currency are so impure that they have no defensive value. In the early days of humans on Jorune. The purpose of these crystals was to protect against shanthic attack, which explains their use as currency.

Each form of gem currency has a coin equivalent, but these have fallen out of favor since the Energy Weapons War. Now that laser torches have become available, cleanly cut holes in crystals indicate their value as currency. This system is virtually impossible to duplicate by any other means; nothing but a laser-torch can cut such a fine, clean hole.

The most common units of currency are:

| Name | called | Value in gemlinks |
|---|---|---|
| Bits | Bits | 1/1000th |
| Gemule | Yule | 1/100th |
| Gemlink | Link | 1 |
| Gem | Gem | 10 |
| Gemcluster | Cluster | 100 |
| Gemstar | Star | 1000 |

It is important to have a grasp on the buying power of each of these units of currency. Knowing the value of gemlinks in terms of gemules is not enough. Here are some basic equivalences:
A reasonable lunch in the center of Ardoth is going to run about 2 yules (gemules). Fast food from the thivin kiosks will cost less, usually between 70 and 80 bits. A medium-priced dinner is going to run about 3 gemules, while a fine meal will run as high as 20 to 30 gemules (higher, with drinks).

All prices in gemules unless noted otherwise

| | | |
|---|---|---|
| Drink of rusper | 3 | |
| Tip on a drink | 1 | |
| A small meal | 3 | |
| Fast food lunch in Ardoth | 2 | |
| Tip on a small meal | 2 | |
| Tip on an expensive meal | 5 | |
| Night at a scroungy inclep | 15 | |
| Night at a comfortable inclep | 40 | |
| Night at a really nice inclep | 100 | |
| | | |
| One-handed sword | 300 | |
| Two-handed sword | 400 | |
| Knife | 20 | |
| Axe | 250 | |
| Battle axe | 600 | |
| Club | 40 | |
| Mace | 100 | |
| Morning star | 150 | |
| Staff | 50 | |
| Thikes | 100 | |
| Sling | 10 | |
| Spear | 60 | |
| Bow | 200 | |
| Long bow | 350 | |
| Light cross bow | 400 | |
| Heavy cross bow | 650 | |
| A suit of leather armor | 100 | |
| A suit of mail armor | 10 | gemlinks |
| Thailirian armor | 350 | gemlinks |
| Locurian grunder | 150 | gemlinks |
| 5 yards of rope | 20 | |
| Lantern | 35 | |
| Oil for a lantern | 5 | |
| Lock and key | 25 | |
| Metal chest | 50 | |
| Spikes & hammer | 15 | |
| Torch | 4 | |
| Water skin | 5 | |
| Shield (wood w/metal) | 500 | |
| Saddle bags | 35 | |
| Thombo saddle | 30 | |
| Bochigon saddle | 200 | |
| Talmaron saddle | 200 | |
| Horse saddle | 100 | |
| Arrows | 4 | |
| Cross bow bolts | 10 | |
| Shovel | 20 | |
| Pick | 15 | |
| Perfume | 5 | |
| Thombo | 500 | |
| Bochigon | 150 | gemlinks |
| Talmaron | 120 | gemlinks |
| Lothern | 75 | gemlinks |
| Thombo grounding spike | 5 | |
| | | |
| Toth clothing | 20 | |
| Tauther clothing | 30 | |
| Drenn clothing | 200 | |
| Kesht garb | 10 | gemlinks |
| Clothing for a yord | 75 | |
| Professional clothes for Yordeh, kim member, Iscin: | 500 | |
| Backpacks | 15 | |
| | | |
| Thombo cart | 400 | |
| One week's rations-bleah | 20 | |
| One week:s rations-yeah | 40 | |
| Ceramic vials | 3 | |
| Leather-bound glass vials | 15 | |
| Magnifying glass | 10 | gemlinks |
| Telescope | 70 | gemlinks |
| Grooming brush | 3 | |
| Small boat | 400 | |
| | | |
| Food prices, per pound or per bottle | | |
| Coditch | 1 | |
| Creshi | 5 | |
| Pickled creshi | 10 | |
| Durlig | 5 | |
| Gerrig | 2 | |
| Giggit larvae | 30 | gemlinks |
| Kayedi (bochigon) | 1 | |
| Mallmis (bronth) | 1 | |
| Rusper | 8 | |
| Scolian rusper | 40 | |
| Stomeh | 2 | |
| Whall | 3 | |
| Cankle (candy for recos) | 1 | gemlink |
| Hilc | 20 | |
| To have challisk marked | 100 | |
| Challisk cleaned | 10 | |

## Mounts

### Thombo

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent Tra-vision. Passengers ride a full 7' above the ground, and have an excellent view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations.

Those who remain on a startled thombo will be thrown off the creature if they fail on a roll against Strength.

They are not intelligent creatures, but thombos provide reliable, fairly inexpensive transportation. Under extreme circumstances, they can even be eaten.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground. These creatures have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

### Horses

Horses are the mounts of the rich. Although not as durable as thombos, horses provide a safe platform for combat. Horses have not fared well on Jorune. Unfavorable changes in their genetic makeup prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life has cut their numbers. It is only through the efforts of humans and boccord that they survive to this day. They are extremely valuable creatures. Their extraordinarily high price reflects their rarity. It can take a rich Drenn or Kesht months, or even years, to find a horse to purchase.

### Bochigon

Bochigon are huge creatures capable of carrying tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth. A single bochigon can carry the equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avoiding weak structures. Bochigon are also stubborn, potentially dangerous creatures. They have been known to throw abusive riders and then stomp on them. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayedi," usually coaxes them into cooperating.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

Unlike thombos, bochigon need time to settle down after riding. Without a break, they become cranky and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

### Talmaron

Talmarons are large, winged Jorune natives capable of carrying passengers (up to boccord-size) in flight. Substantial training for both rider and mount is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassible regions can be crossed. A handling skill with talmaron is advised if the rider wishes to avoid being thrown to his death.

## Food and Drink

### Durlig

Durlig is a plant created by Earth scientists. It provides all the nutrients needed by humans, and grows almost any place imaginable, but it isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible, most are difficult for humans to digest, and none provide a substantial amount of the vitamins humans need. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leeched and heated with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the impoverished peoples of Jorune are often unable to buy the expensive crethin leaves. Worse yet, those who sustain themselves in the most squalid of conditions end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately, such devices no longer exist. Durlig is planted by hand, and requires whole teams to dislodge a single root. Where available, thombos provide the necessary pulling power. Durlig harnesses can be purchased in any area involved with agriculture.

### Rusper

Rusper is a weak ale made from the russip root. It is the most common intoxicating drink for humans, muadra and boccord.

### Scolian Rusper

A fine rusper made in the city of Scolia.

### Coditch (thriddle)

This is a husky crop which resembles Earth's corn. It is the mainstay of the thriddle diet. Humans tolerate its taste, but it don't seek it out.

### Creshi

This is a fish caught off the coast of the Burdothian city of Sychill. Pickled creshi is a popular snack.

### Gerrig

Gerrig is a mutant crop of durlig that has most of the same properties, but tastes worse. Low-life scum who live in Ardoth's Southside neighborhoods often chew gerrig. It is considered an undignified habit.

### Giggit larvae

Thriddle are crazy for giggit. They so enjoy its pleasant, mildly intoxicating effects that they would "smoke" it all day if they could. They place the giggit larvae into the piercing chamber of their pipes, and when they close the little lid, the giggit is skewered. Thriddle inhale the gases released by the punctured larvae. Most humans find the odor repulsive, and taking in a puff of the gas will often cause intense vomiting.

### Kayedi (bochigon)

Bochigon riders are sure to keep kayedi root at their sides if they want to live long and prosper. Bochigon become well behaved for periods up to an hour after a small portion (a fistful). Supplies of kayedi are kept artificially low in Ardoth to drive up the prices. Bochigon riders are quite willing to pay the price to keep their mounts happy.

## Lothern

Lothern are huge, low-lying creatures, almost the weight of bochigon. Lothern make up for their uselessness as combat mounts with their willingness to carry large loads. Usually friendly and easy to tame, they are the heaviest pack animals on Jorune.

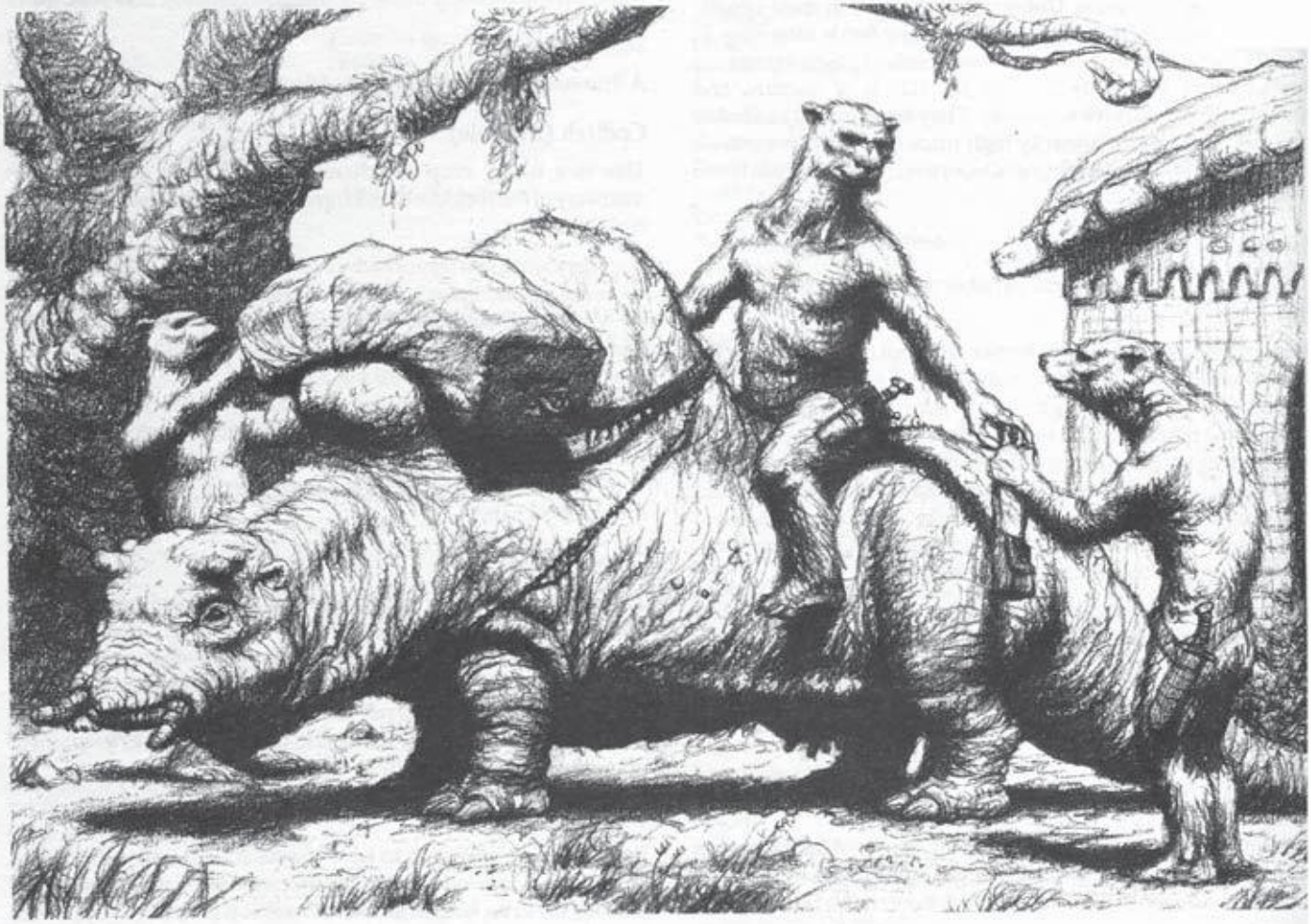
Lothern can travel 40 kilometers a day at 4 kilomters per hour for 10 hours. These creatures will tolerate most any rider, and will eat almost anything put in front of them (a concern when it's not feeding time). Fighting from atop a lothern is like fighting from a big, thick fence (+5 to advantage for the extra height, but -10 to advantage for the awkward seating).

The docile, native, lothern are welcome attractions on playgrounds all over Jorune. They wander freely, and children of many races climb all over them. It is extremely unlikely that a lothern would bite or squash a child.

The lothern's fear of scragger keeps them from infested areas. A lothern will roll and thrash violently at the first sign of a scragger The odious beasties are soon crushed beyond recognition, along with any rider or cargo the lothern might be carrying. It is well known that lothern will not move at night or when blindfolded or deafened, so it is quite difficult to insulate them from nearby scragger. On the other hand, this fact makes it easy to tie them down. A simple blindfold acts like a 10 ton ball and chain.

| Lothern | Number Appearing: 1 |
|---|---|
| Type | Herbivore |
| Reaction | Apathetic |
| Skin armor | None |
| Advantage Bonus | -4 |
| Attacks, Type | Trample |
| Damage for each | Thombo kick + 2 |
| Speed | 2D6 |
| Attack Rank | 6 |
| Defense Rank | 8 |
| Defense Size | +4 |
| To hit at range | Body +5, legs +1, head -1 |
| Dyshas | - |
| Isho | 2D6 |
| Special | Slow moving and stubborn |

*Bronth Loading Lothern*



### Mallmis (bronth)

Bronth love "mallmis," the thick, gooey paste that forms at the bottom of rusper barrels. Most other creatures, including humans, have no stomach for the stuff; cramping and vomiting will seize them within a few minutes of a swig.

### Stomeh (woffen)

One of the woffen's two favorite drinks (as a race). Stomeh is an alcoholic brew that can, over time, turn woffen into the authew, or "wretched ones."

### Whall (woffen)

Served exclusively in woffen shenters, whall is a drink so vile to non-woffen that most creature's skin curls just hearing how it is concocted.

### Cankle (reco candy)

Cankle is the only substance that can stop Recos in their tracks. Cankle was designed to be so tantalizing to bio-tec that a whiff of it will distract them. They immediately run to it, and rub their snouts around until the odor dissipates. A handful of cankle tossed at the right time can make it possible to leave a raging bio-tec scene with body intact.

### Hilc

Hilc is a limilate that allows those who swallow it to digest native Jorune plant life. It should be carried when traveling the wilds of Jorune, or when passing through any area where durlig does not grow.

## Melee Weapons

### One-Handed Sword

This is the standard weapon carried in Burdoth. Although other, more violent weapons exist, the one-handed sword is an acceptable part of everyday dress. Although good metals are scarce on Jorune, metallurgy is very advanced. Humans brought smithing knowledge from Earth that would probably never have developed naturally. A good sword will keep its edge a long time, requiring only minor maintenance. One-handed swords usually average two to three and a half feet long, for creatures of human size.

### Two-Handed Sword

A little longer and heavier than a regular sword, this weapon requires two hands to properly wield it (or lift it for that matter). Two-handed swords are usually reserved for specific combat, and are not taken for casual walks down the street. Punks would never be permitted to carry such weapons. It is considered inappropriate for tauther to use two-handed swords.

### Knife

A good fighting knife usually has a blade about 8" long. Although it is difficult to get in a knife attack against an opponent using a longer weapon, knife wounds can be very deadly.

### Axe

Axes are approximately four feet long. They are frighteningly aggressive weapons, and are uncommon. No sane person would think of entering a civilized town or city carrying an axe. Imagine entering a grocery store with a big, bloodied axe!

### Battle-Axe

This double-bladed weapon requires a two hand hold, and is one of the most powerful hand-to-hand weapons around. The wise will use these axes only for specific combat. They are superb for fighting mounds of creepy-crawlies.

### Club

Basically, anything long and heavy is considered a club. You can purchase real clubs which are made out of heavy wood. Although we use the same combat rules for all clubs, regardless of their origins, think how nice it would be to own a beautiful, hand crafted basher.

### Mace

A mace is basically a club with spikes on the end of it. Maces are commonly two to three feet long. A mace is an acceptable weapon in public, but it has no air of subtlety.

### Morning Star

A morning star is a ball with spikes on it connected by a chain to a stick. The morning star is hard to learn how to use, and is an oddity in civilized areas. A few morning stars exist here and there but for the most part, they're owned by weapon collectors.

### Staff

A staff is basically a long, properly balanced stick. It responds swiftly. Staves are excellent blocking instruments.

### Thikes

Perhaps the least subtle of the Jorune weapons, thikes are gauntlet-like devices worn on the hands. Spikes jut from the fists. Treat thikes as fists when it comes to attacking, and as knives when it comes to inflicting injury to an opponent.

## Range Weapons

### Sling

Slings are inexpensive, simple weapons which rely more upon skill than strength for success. The small projectiles thrown by slings can bring down large creatures with a hit to the head.

### Spear

Spears are more commonly associated with hunters than with tauther. Although used by the Trarch of Drail, spears are uncommon in Burdoth for combat purposes.

### Bow

The bow is the most straightforward, launched weapon on Jorune. Injuries from arrows are usually severe. It's easy to underestimate their effects. Bows are such common weapons that they carry no social stigma. They are usually carried unstrung (stringing a bow takes about 20 seconds). They can be fired once per round by characters Familiar or better with bows, or once every 2 rounds by those Unfamiliar.

### Long Bow

The long bow is enormous, usually standing taller than its user. The damage long bows can cause is phenomenal. They pierce most armors, generally killing whatever's inside. Longbows are mostly left strapped to thombos when traveling through a town; they're too big to carry around. They can be fired once per round by characters Familiar or better with them, or once every 2 rounds by those Unfamiliar.

### Crossbow

The crossbow is a refinement on the bow which uses metal bolts instead of arrows as projectiles. Although easy to use, and accurate

at close ranges, the accuracy of crossbows diminishes rapidly with distance. Crossbows take about 6 seconds to reload and bring back to the ready position. This translates to 3 rounds of game time to prepare and fire a crossbow. Characters Unfamiliar with the crossbow can fire only once every 4 rounds.

## Armoring

### Leather Armor

Very common. Usually made from thombo, lothern or do-odreh skins. Thombo skins have a mildewy odor, especially when wet. This explains the thriving perfume industry in Ardoth.

### Mail Armor

Mail is very uncommon on Jorune although the technology needed to create it does exist. It is expensive and of limited value. It is heavy, Dyshas easily penetrate it, and attacks from most of the dangerous animals on Jorune are not significantly hindered by it.

### Thailiarian armor

This is the finest plate armor on Jorune. Made from the chest plate of the corondon, it is light-weight and incredibly resilient.

### Locurian grunder

Made from the grunder of the locure creature, this armadillo-like skin deflects some of the damage from swings and arrows. Its real value is the protection it offers from dyshas. There is a 25% chance that wearers of locurian grunder are unaffected by a particular orb or bolt.

## Miscellaneous Equipment

### Water Skin

A water skin is needed if characters plan to travel through hot, arid regions. Although water is usually available day-to-day, *better safe than sorry.*

### Perfume

Used to mask the mildewy smell of leathers made from thombo skins. On rainy days, when the smell is most rank, some people even use it on their thombos.

**Thombo**

# CHARACTER IMPROVEMENT

## Improving Skills

Player's Characteristics rarely increase, but skills often go up in Rank and Level. Each skill that is a Focus (and only those that are a Focus) gain "Attainment Points" when used successfully during a gaming session. When these points becomes high enough, it becomes possible to "Challenge" the skill, which, if successful, raises it by 1 Rank, possibly raising it to the next Level.

### Gaining Attainment Points

The number of Attainment Points earned for a skill which is used successfully starts out at D6. At the next gaming session the skill is successfully used in, it gains 2D6 Attainment Points, then 3D6, and so on. These rolls are made a maximum of once per gaming session. If the character successfully uses the skill even once during a day of gaming, then Attainment Points are rolled for that skill. If any of these Attainment Points are spent in challenging the skill, then the process starts over again at the 1D6 level.

Players can change any focus at ANY time, but must forfeit any Attainment Points earned in that skill thus far. It is better to use the Attainment Points accumulated thus far when changing a focus, rather than lose them outright. Note that skills only improve before game play begins, or after the end of a gaming session.

Points from one focus cannot be added to another. Thus, a character with three focuses (Sword, the Woffen Language, and Getting Around in Cities), could not take the accumulated points from Sword and move them over to his Woffen Language Attainment Points.

### Bonus for Journals

*Characters who keep a written journal of their adventures gain additional miscellaneous Attainment Points as designated by the Sholari.* These points can be given as often as once per gaming session if the journal is kept up to date. D6 extra Attainment Points are typical.

### Challenging a Skill

To challenge a skill, the player rolls D20s against one of his Characteristics until he succeeds, gives up, or runs out of Attainment Points. Each roll costs Attainment Points. Which Characteristic is rolled against depends upon the skill. Here is a summary of the Characteristics used to improve skills.

**Characteristics Used To Improve Skills**

| Roll Against | To Improve |
|---|---|
| Social | Interaction skills |
| Color | Dyshas, and moon skills |
| Isho | Maximum isho |
| Agility | Athletic and combat skills |
| Strength | Same as Agility (except for evades) but at a penalty of 5 Ranks |
| Aim | Range combat skills |
| Education | Knowledge about something |
| Learn | Languages, sciences and skills that aren't mentioned in the other Characteristics |

Note: for skills that rely upon agility or strength, the player may choose which of these two Characteristics are used, but all such rolls against Strength suffer a -5 penalty.

NOTE: Constitution, Speed, Spot, and Listen are not used to

increase any skills.

### Rolling to Succeed

Skills become harder to improve as a characters becomes more proficient with them. Below are the Rank penalties for each Level of experience with a skill. Thus, a player who was had a Rank of 15 (Experienced) with the sword, would have to roll 1 through 5 (15 - penalty of 10 = 5) on a D20 to improve his sword Rank to 16. If he was Seasoned with the sword, he would have to roll a 1 (15 - penalty of 15 = 0, but minimum chance is a 1).

**Penalty When Using a Skill**

| Difficulty Of Situation | Rank Penalty |
|---|---|
| Easy | 0 |
| Moderate | 5 |
| Hard | 10 |
| Very Hard | 15 |

### A Roll's Cost in Attainment Points

Each roll costs a certain number of Attainment Points, depending upon the difficulty of the skill. If a player doesn't have enough Attainment Points, he cannot roll to improve the skill. Attainment Points represent the time and effort spent collecting experience in a skill. Experiences build upon themselves, giving characters who wait until they have more Attainment Points a better chance of improving.

**Attainment Point Cost Per Roll**

| Skill Difficulty | Cost in Attainment Points for each roll |
|---|---|
| Easy | 5 |
| Standard | 10 |
| Hard | 15 |
| Very Hard | 20 |

### A Failed Challenge

If the player gives up or runs out of Attainment Points, he has failed to Challenge the skill. The only penalty for failure other than having lost some or all of his Attainment Points is that the Attainment Point rolls start out at 1D6 again. This represents a character trying too hard and losing some confidence.

### Successful Challenge

If one of the rolls succeeds, the skill goes up by 1 Rank, Attainment Points drop to 0, and the focus can be changed to another skill, or kept as it is. <it>The player had the guts to pull it all together — to let luck play on his side of the table.<ito>

### Miscellaneous Attainment Points

Players are also given miscellaneous Attainment Points to increase skills that are not Focuses. They receive up to 12 such points for every gaming session. These points are given after the *end* of the gaming session. It is up to the discresion of the *sholari* as to how many points are given out. Many *sholari* will base this upon the length of the role-playing session and the amount of time passed on Jorune. Player performance can also be taken into account.

Players are free to Challenge any skill they wish to with their miscellaneous Attainment Points except those that have a Level of Experienced or Seasoned. Only skills that are chosen as Focuses can be improved beyond Experienced.

### When Skills Improve

When a skill improves in Rank, check to see if its Level has increased. This is very important, because an increased Level offers new abilities. The Skill Ranks table on your character sheet lists the Ranks for each of the four Levels.

## Improvement In Characteristics

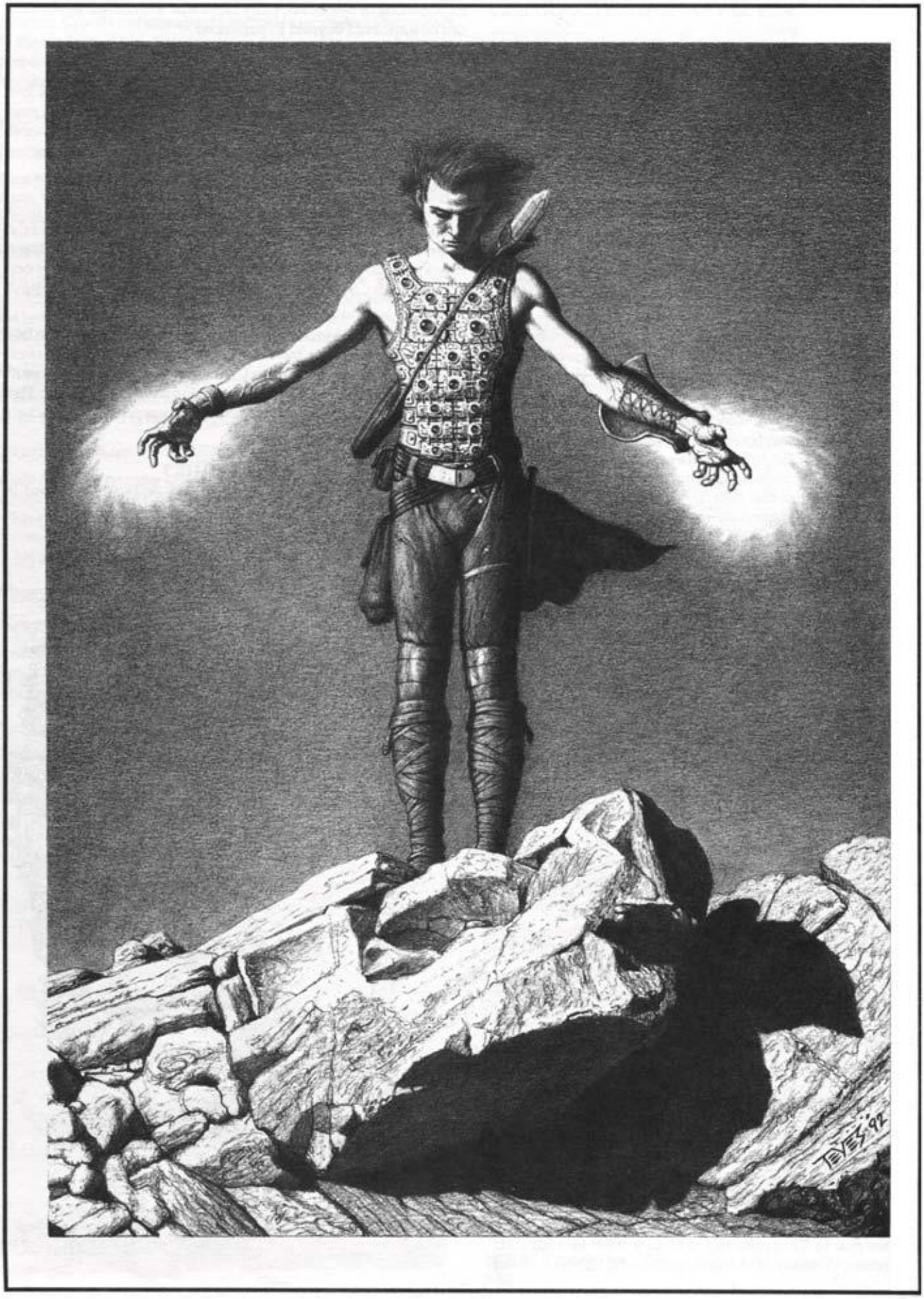
Whenever a skill is successfully increased in Level (say from Familiar to Experienced), there is a 1% chance that the Rank of the Characteristic that raised it will go up by 1. A maximum of three raises are allowed through the life of the character for any one Characteristic. Special devices can raise Characteristics beyond this limit.

Characteristics can increase through massive training or studying. Characters wishing to increase one of their Characteristics must place 2 of their Focuses on the Characteristic for one Jorune year. They then have a 25% chance of increasing that Characteristic. This is an uncommon practice, as it seriously hampers the character's development of skills.

## Improvement In Energy Abilities

Improvement for dyshas and other Isho skills are described in Chapter 3: Isho.

*A human in old style Thallerian Armor*


EYES '92

# *Chapter 3*
# Isho

### *Ambient Jorune Energy*

***Isho is the ambient energy that permeates everything on Jorune. In Shanthic, it means life and vitality. It emanates from vast layers of crystal buried deep beneath the planet's surface. Many species native to Jorune naturally have this energy at their disposal. Isho woven into an orb or a bolt is called a "dysha." Many creatures that are unable to weave Isho are still sensitive to it, and can detect its presence. There are seven forms of Isho, named after the seven moons of Jorune: Shal, Ebba, Du, Gobey, Desti, Launtra, and Tra.***

## PROPERTIES OF ISHO

Isho tends to accumulate in and emanate from living things. It deflects around inanimate objects, forming an Isho outline visible to those with strong "Tra-sense." This is the way that the eye-less shanthas perceive their world. Without the crude limitation of sight, shanthas need not focus in just one direction out in front of their bodies. Tra-sense perceives the world in a full 360 degrees. Each form of life sends out distinct ripples into the Isho. A creature's ripple pattern is its "Signature," a result of the natural interplay between its mind and the surrounding Isho.

Although no two Isho signatures are exactly alike, those of members of a given race tend to be along the same lines. The mind's acceptance and familiarity with Isho in each of its seven different forms sets the basic pattern; emotions, personality and life experiences create the distinctive, finishing touches. Masters of signature reading can gain insight into the thoughts or feelings from a creature from the ripples it radiates into the Isho. Accuracy diminishes with distance.

### Creature's abilities with Isho

Creatures able to weave orbs or bolts are sensitive to large, static concentrations Isho. This "Tra-sense," is a 360 degree vision that is always at work. Such creatures are also capable of a defensive tactic: unweaving orbs and bolts. These abilities prevent another form of sensitivity, that to ripples in the Isho, called Signatures.

All living things that have an Isho Characteristic send off ripples in the Isho that other creatures can detect. This form of sensitivity is called Signature ability, and is available to most creatures that can't weave orbs or bolts. Those with Signature ability can learn to "Interfere" with orbs and bolts by forcing some of their own Isho out to meet an oncoming attack.

Shantha are unique in their mastery of Isho. They have excellent Tra-sense *and* some Signature reading abilities.

In summary: Muadra are able to weave Isho into orbs and bolts. Woffen and are limited to learning a single Dysha, Power-hold, and crugar are limited to a single Dysha, Lightning Blast. All three of these races have Tra-sense. Boccord are naturally gifted at reading Signatures in the Isho, but can weave no orbs or bolts. Humans cannot weave orbs or bolts are less sensitive to Signatures than boccord. Bronth are similar to humans, but read Signatures even more weakly.

### Moons and Isho

Each of the seven types of Isho is named after one of seven the moons of Jorune. Isho colors closely match the moon colors in each case, and each color of Isho is associated with the moon of nearly the same color. For example, red Isho is associated with the red moon of Jorune, Desti. The following is a list of each type of Isho, its color, its moon's color, and the attributes of that kind of Isho.

**Attributes of Isho**

| Name of Moon | Color of Isho | Color of Moon | Properties of Isho |
|---|---|---|---|
| Shal | Blue | Blue | Energy that interacts with neurology |
| Ebba | Yellow | Silver | Force and motion |
| Du | Orange | Amber | Heat and light |
| Gobey | Black | Brown | Relates to shields, solidity |
| Desti | Red | Red | Electrical energy, usually as a bolt |
| Launtra | Green | Green | Energy that is very stable and can flow over the surface of the body. |
| Tra | White | White | Tra Isho warps space. |

### Skills and Perceptions

#### Muadra

Muadra are of human derivation. Although similar in appearance to humans, they alone (of the three human races) can learn to sculpt Isho into constructive forms. Muadra who exploit this advantage and train to use the energy are called Caji. Not all muadra who learn dyshas are Caji. Only those who have seriously undertaken the mastery of dyshas as a profession deserve this title. Those who have gained a mastery of the energy and its forms are called "Copra." Muadra player-characters usually start as beginning Caji. It is assumed that they know a few of the simple forms of energy manipulation, but they have not mastered them completely.

**SHANTHIC SECTS**

| Moon Is Called | Sect Is Called | Known As | Color Of Moon | Color Of Isho | Known for | Lifed where |
|---|---|---|---|---|---|---|
| Shal | Ca-Shal | Keeper of the Ancient Order | Blue | Blue | Elip Ston, Crundorra. | Voligire, far east Lundere |
| Ebba | Ci-Ebba | The Sender | Silver | Yellow | Sarceens, shanthic computers | The Shuul of Lundere |
| Du | Ca-Du | The Illuminator | Amber | Amber | Blades, animals | South Dobre, Crendor, Ros Crendor, East Trinnu Jungle Lands |
| Gobey | Ca-Gobe | The Protector | Black | Brown | Maplets, receptors, built cities | Central Lundere, Drail |
| Desti | Ca-Desti | The Red Harbinger | Red | Red | Thosks, early evids | Loh'Oden (region south of Dobre) |
| Launtra | Ca-Launt | The Flow | Green | Green | Isho plants, limilates | Drail, Delsha, Thantier |
| Tra | Ca-Tra | The Warp Maker | Varied | White | Cle-eshtas, warps | Doben-al, Burdoth, Anasan |

### Boccord and Hishtins

Boccord cannot weave Isho like muadra, but they can sense the ripples creatures give off in the Isho. Boccord can improve their Signature skills. Humans have this aptitude to a lesser degree. Although the boccord capability is stronger, both human and boccord can learn to interfere with incoming orbs and bolts. "Hishtins," are boccord highly skilled at the art of interfering with dyshas.

## Muadra and Isho

### Young Muadra, Kerning

The cultivation of energy skills starts from the time a muadra child is able to walk and talk. Young muadra give off occasional discharges of static energy in the form of small, divergent bolts. Control over this involuntary release is taught first, with a rapid-expulsion technique called "kerning." When young, the body of a muadra pulls in more Isho than it can handle comfortably. Kerning rids the body of Isho, and the accumulation process begins again. Until they enter adolescence, muadra need to visit the "kerning bays" about once a week; the bays are usually the only places within city limits where dysha use is not prohibited. Muadra who never learn a dysha will continue to kern all their lives. Those who learn dyshas don't kern routinely, as it would be a useless waste of their energy.

### A Muadra's Naull

The first step to energy manipulation involves the creation of the naull orb. Its size is greater than that of a normal orb, making it easier for inexperienced muadra to weave. The regions of color which sweep over this orb's surface are determined by many factors, including the personality of the muadra, and the types of dyshas that the muadra has mastered. Basically, a naull orb is a purposeful presentation of one's own signature.

The colors are faint in the naulls of young muadra, increasing in brilliance as the Caji masters his or her skills. It is common to refer to someone's naull as his or her "copra."

With time, Caji learn to create naull which can remain for hours. This is the first exercise toward weaving. Before true proficiency is learned, orbs are produced from both hands, almost as if a bubble was forming in each palm, forcing the hands open. Later, orbs can be created with just one palm.

By age 14, a muadra is capable of learning to create naulls which can be sent out from the palms, away from the caster. The "quick release" is an essential part of any Caji's education. If destructive energy cannot be expelled quickly enough, it will burn the hands, or worse. Although young Caji are unable to muster enough energy to seriously hurt themselves, with time they will be capable of creating vastly more powerful orbs. They must develop their release before this time. The skillful aiming of the naull is also practiced; to miss a target is a waste of energy.

### From Muadra to Caji

Only after long-duration naull orbs can be created, and the quick release mastered, will a muadra learn any other specific orb dyshas. This is about the time that a muadra might be considered a novice Caji. Although the bolt dyshas are easily learned by teen-aged muadra, teaching these destructive forms to adolescents is frowned upon. Adolescent muadra who learn lightning blast or other bolts are called "Dytes" and are a troublesome nuisance to society.

Assume that muadra characters have been trained by their parents or a local Caji. Beginning muadra will have learned to create their naull and have a few other dyshas. Although the names and forms of many dyshas will be known to them, they have little to go on, and will sometimes reach an impasse. When unable to progress, they must seek out expert Caji or boccord called "hishtins" who specialize in the type of dysha they are having trouble perfecting.

Muadra characters must be careful. Their abilities are initially few. They are weak compared to humans and boccord. They risk social condemnation for flagrant use of violent abilities. Although great power lies ahead for those who can master these abilities, muadra initially face the world with little in their favor.

### Weaving an Orb

To create most orbs and bolts, muadra must weave together more than one type of Isho. The complexity of the weave increases the time it takes to learn the Dysha. Orbs and bolts of many colors of Isho are also easier defend against with unweaving or interfering.

### Reading Naull Orbs

When muadra meet, their first order of business, as described by Keshtia Marllis Mishayne in the Tauther Guide, is to display their naull orbs. The naull of a creature is an orb that swirls with the person's Isho. It is woven, but no effort is made to compose its balance. Emotions and experiences affect the orb's makeup, but any direct attempt to alter it would show up as blotchy patches in the naull orb. Anyone with any experience looking at naulls would immediately recognize this.

In addition to moon and color, each of the seven types of Isho is also associated with an emotional state or a personal characteristic. The following is a short list of the traits commonly associated with different movements of Isho in a naull.

#### Reading a Naull

| Type of Isho | What patterns mean |
|---|---|
| Shal: | Swirls indicate anticipation |
| Ebba. | Speed of moving dots indicates desire |
| Du: | Rings of Orange indicate Vibrancy, creativity |
| Gobey: | Wavy lines of black indicate fear. Blinking pools of black indicate fortitude. |
| Desti: | Irregular patches indicate anger, intensity suggests violence |
| Launtra: | Spinning triangles indicate sense of self |
| Tra: | Pulsing stars of white indicate honesty and sometimes stability. Moving patches of white that break up indicate an erratic or unbalanced personality. |

### The Forms of Dyshas

There are three forms that dyshas can take: an orb, a bolt, and a physical effect. Orbs are normally about the size of a softball; the cantaloupe-sized naull is an exception. Bolts are approximately a meter long. They branch out a little bit, like lightning. For dyshas of Physical effect, the weaver trickles Isho over the surface of his or her body. The dyshas Night eyes and Spider Grip are examples.

### Role-playing With Dyshas

When a Caji player-character wishes to use a dyshas, he or she tells the *Sholari*. A target is specified if the Dysha to be woven is an orb or a bolt. The amount of Isho is also specified. Remember, Dyshas are not things that muadra have to stop and concentrate on to launch. Dysha use is, to a muadra, as instinctive as throwing a knife or launching an arrow would be to a human.

# BASIC ISHO ABILITIES

## Color Points

Color points represent a character's purity of Isho. Interacting with Isho-disrupting devices and opening up one's being to new ways of Isho reduce clarity and hence Color Points. These points are a running total, and go up and down through game play. Color points are gained primarily by draining crystals. Different crystals give up a different numbers of Color Points. Draining a crystal for Color Points forces the player to give up Isho Points. Color Points are spent when the character learns new dyshas, activates certain shanthic devices, or uses Caji Entropy, a skill that can temporarily multiply a Caji's Isho by double, triple, or more.

### Initial Color Points

| Race | To get Color Points, Multiply Color Characteristic by |
|---|---|
| Muadra | 2 |
| Boccord | 1 |
| Human | 1 |
| Woffen | 1 / 2 |
| Crugar | 1 / 2 |
| Bronth | 1 / 2 |

## Max Isho

This is the maximum amount of Isho a character can have at any time. While his current Isho rises and falls, Max Isho remains fairly steady. It can change slowly over time, and can vary temporarily depending up on the local Isho conditions, but it is not a running tally that is changed each time a character uses some Isho. It is possible for a character's Isho Points to temporarily exceed his Max Isho. A character's current usable Isho is equal to his or her Maximum Isho when beginning the game after character sheet generation.

### Initial Maximum Isho

| Race | To find Initial Maximum Isho, Multiply Isho Characteristic by |
|---|---|
| Muadra | 2 |
| Boccord | 2 |
| Human | 1 |
| Woffen | 1 |
| Crugar | 1 |
| Bronth | 1 |
| Initial Isho Points equals Maximum Isho | |

A character's Max Isho can temporarily change depending upon prevailing Isho Weather and the Isho Geography. Look up a character's Max Isho on the chart below. The modifiers for Isho Weather and Isho Geography tell you how many lines to go up or down to find a character's current Max Isho. If the modifiers are 0, then Max Isho is unchanged. But if, for example, the Isho Weather was +1 and the Isho Geography was +2, a character whose Max Isho is normally a 36 (in the 30-49 line) would go down 3 lines (+1 for weather, +2 for geography) to find his current Max Isho of 100. Always use the lower number of the range.

Parts of the Glounda Forest have Isho Geography modifiers of +3, and Isho Storms of +3 are not uncommon.

### Max Isho

| | | | | | |
|---|---|---|---|---|---|
| | 0 | | 150 | - | 199 |
| 1 | - | 2 | 200 | - | 249 |
| 3 | - | 4 | 250 | - | 299 |
| 5 | - | 6 | 300 | - | 399 |
| 7 | - | 9 | 400 | - | 499 |
| 10 | - | 14 | 500 | - | 649 |
| 15 | - | 19 | 650 | - | 799 |
| 20 | - | 29 | 800 | - | 999 |
| 30 | - | 49 | 1000 | - | 1199 |
| 50 | - | 74 | 1200 | - | 1399 |
| 75 | - | 99 | 1400 | - | 1699 |
| 100 | - | 124 | 1700 | - | 1999 |
| 125 | - | 149 | 2000 | - | |

## Isho Points

This is the current amount of Isho that a character has. Initially set equal to a character's Max Isho, these points are used up by weaving dyshas, unweaving dyshas, interfering with dyshas, activating shanthic devices, practicing dyshas, learning new dyshas, using crystals, and probing the surrounding Isho.

Isho points recharge over time. Characters with a high Isho Characteristic usually gain them all back in the period of a day. Roll against Isho Characteristic once every 24 hours to see if a creature's Isho has fully recharged back to its Max Isho level. This need only be done if the character's Isho is less than his Max Isho.

Characters can prevent themselves from regaining their Isho for periods up to one week every month. There are circumstances under which it could be disastrous to regain Isho (such as during an Isho Storm).

Characters rolling against their Isho Characteristic to regain Isho apply a bonus to their Rank equal to the Weather and Geography bonus. Thus, in an area that is Isho rich, a number such as +3 would be given as a bonus to rolls against Isho Characteristic to see if Isho recharges at the beginning of a new day.

### A Failed Roll to Regain Isho

On a failed roll, the creature's Isho still increases, though not usually all the way. Look up your character's Isho on the Max Isho chart above. Look up 2 lines. The lower of the two numbers describing the range tells how much your character's Isho has gone up. Isho never increases above Max Isho this way. As an example of a failed roll, a character with a Max Isho of 55 who currently had 30 points of Isho and who failed on his roll against his Isho Rank would gain 20 points of Isho, bringing him up to 50 Isho Points. If he failed on his roll the next day, the chart indicates 20 more points, but since his Max Isho is 55, his Isho climbs back up to that level.

### Rapid Isho Rises

Rapid rises in the Isho background can cause trouble. If the Isho Geography and Isho Weather add together to increase by 4 or more within an hour, characters must roll successfully against their unmodified Isho Characteristic or lose all current Isho and suffer 1 superficial wound for every 10 points of current Isho. A roll of 20 always fails. Distribute such wounds randomly over their body. It is a gruesome sight to witness a Caji with massive Isho reserves literally explode during a rapid and violent Isho storm. Successful use of the Isho Weather skill predicts the maximum Isho upset of a storm, usually with enough accuracy to determine whether kerning (purposeful Isho dumping) is in order. Shanthic devices exist that can help moderate a person's Isho during Isho Storms.

There are few places where the Isho Geography varies so rapidly that this becomes a problem. Isho Storms are the main culprits. They can strike rapidly, growing to full strength in as little as fifteen minutes. They typically last one to six hours. Sometimes crystal fissures rupture, altering the Isho Geography in unexpected ways. Although very rare, Warps are also capable of altering the ambient Isho.

The creatures that evolved on Jorune can naturally accommodate the ebb and flow of Isho with ease. Some of the non-indigenous creatures have not fared so well; cleash and scarmis, for example, are loathe to ever accumulate any Isho for fear of spontaneously exploding.

### Rapid Isho Falling

Some Isho Storms cause a rapid falling of the background Isho level. Likewise, some areas have Isho Geographies that offer a penalty to Isho Characteristic Rank for purposes of increasing Isho. In addition to slowing down a character from recharging, if the sum of the Isho Geography and Isho Weather decrease by 4 or more within a period of an hour, characters must roll successfully against their ***modified*** Isho Characteristic (add both modifiers to the Rank when rolling) or lose all current Isho. This rarely occurs following an Isho storm, as they usually tail off over a period of several hours. It is possible for an Isho Storm to build slowly, over a period of hours, and then drop 6 points in the period of a few minutes, rendering all Isho users helpless until they can recharge. Talmaron and other Jorune natives that depend upon Isho for stability in flight refuse to go aloft when they sense unstable Isho conditions. If they were to lose their Isho rapidly when airborne, the results could be fatal.

*Actual photo of a real Corastin*

## Moon Skills Ranks

The Moon Skills represent the character's ability to grasp or manipulate each of the seven forms of Isho. Muadra and boccord characters receive more points and will have higher Moon Skill Ranks than the other four player races. Characters begin with each Moon Skill at Rank 0. A Moon Skill is completely unusable at this level.

The number of Ranks to distribute through your Moon Skills is shown below. Your only limitation is that you cannot apply more than one half of your initial Moon Skill Ranks to any one moon skill (round down when you divide by 2). This restriction does not apply to woffen and crugar, who typically put most of their Moon Skill Ranks into certain required Moons, as shown below.

**Initial Moon Skill Ranks**

| Race | Multiply Color By |
|---|---|
| Muadra | 2 |
| Boccord | 2 |
| Human | 1 |
| Woffen | 1 |
| Crugar | 1 |
| Bronth | 1/2 |

Here are examples of a woffen, a human, and a muadra spending their Moon Skill Points. They have 13, 13 and 26 points respectively (as though they all had a Color Characteristic of 13). Note that this is the lowest number of Moon skills that would allow the woffen character to have his Power-hold Dysha.

| WOFFEN | | HUMAN | | MUADRA | |
|---|---|---|---|---|---|
| Moon Skill | Rank | Moon Skill | Rank | Moon Skill | Rank |
| Shal: | 0 | Shal: | 5 | Shal: | 3 |
| Ebba: | 10 | Ebba: | 3 | Ebba: | 5 |
| Du: | 0 | Du: | 2 | Du: | 1 |
| Gobey: | 3 | Gobey: | 1 | Gobey: | 4 |
| Desti: | 0 | Desti: | 0 | Desti: | 2 |
| Launtra: | 0 | Launtra: | 2 | Launtra: | 4 |
| Tra: | 0 | Tra: | 0 | Tra: | 7 |

Moon Skills determine a character's abilities with different shanthic devices, crystals, and, for muadra, ability to weave various dyshas. They also are used to determine whether a character can Unweave an incoming Dysha (as in the case of muadra characters), or can Interfere with it (as with humans and boccord).

Players may wish to hold off on choosing their Moon Levels until they have read the skill descriptions of Dyshas, Unweaving, and Interference skills.

# ISHO MANIFESTATIONS

These are the many wondrous manifestations of Isho:

## Crystals

The Isho of Jorune emanates from crystals beneath the planet's crust. Sometimes sections of crystal are exposed by plate movement or volcanic activity. In their raw form they are very dangerous, but cut and formed they provide a source of power to creatures who know how to safely release their energy. Under rare circumstances, crystals emerge from the ground in a somewhat refined form, round and small, with diayards of about 2 inches. These crystals still present a greater risk than those professionally prepared by a crystal carver. Using a crude, unrefined crystal usually results in an minor explosion or loss of memory. The transportation of unrefined crystals by Caji is not a safe practice.

The amount of Isho in crystals vary. All of the figures that follow are averages. Your *Sholari* knows how much Isho is in each crystal.

### Uses of a Crystal

The various types of crystal are known by their color, which indicates the type of Isho which they hold. Most often, useful crystals hold only a single color of Isho. Each type of crystal has a natural ability that can be exploited, or a crystal can be drained for its Isho or drained to increase a character's Color Points. This is the character's option. Draining always carries with it a small inherent danger.

A roll against the appropriate Moon Skill is required to successfully drain or use a crystal. For example, to drain a white crystal, which contains Tra Isho, a roll against the character's Tra Moon Skill would be made. If the roll is failed, then the crystal is drained but nothing is gained.

Once crystals are used, they turn clear. They can then be used for clear-crystal armoring (described further on).

#### Draining a Crystal for Isho Points

To drain a crystal for Isho Points requires 1 point of Isho and about 10 seconds of time. If the roll against Moon Skill Rank is failed, the 1 point of Isho is wasted.

#### Draining a Crystal for Color Points

To drain a crystal for Color Points, the character must *expend* Isho Points equal to the crystal's own Isho. Draining for Color Points takes approximately 1 minute per crystal whether it is successful or not.

#### Activating a Crystal

Crystals are activated by holding them in the palm of the hand and concentrating on the Isho type of the crystal. (Red Isho for a red crystal, for example). If successful, the crystal performs its function. This process requires 1 point of Isho.

These are the basic types of crystals and their uses:

### Blue Crystals (contain Shal Isho)

These crystals have little practical use in their natural form. When activated, they release a jolt of Isho that knocks a creature unconscious for a few minutes. They can be drained for 12 points of Isho or 2 Color Points.

### Yellow Crystals (contain Ebba Isho)

Levitates the user up by 3 yards, then lowers him or her down. Can be drained for 6 points of Isho or 1 Color Point.

### Orange Crystals (contain Du Isho)

Create tremendous heat for a few seconds when activated. Usually the crystal is dropped to start a fire. Small, sculpted orange crystals are used like matches on Jorune. They can be drained for 6 Points of Isho or 1 Color Point.

### Black Crystals (contain Gobey Isho)

Using a black crystal creates a shield in front of the user for two seconds (1 combat round). This shield reduces the injury of attacks by 2 but occupies one hand. Only physical attacks are impeded, not Isho attacks.

### Green Crystals (contain Launtra Isho)

Green crystals replenish a characters Stamina by 5 points for 5 minutes. This is strictly a temporary effect. However, green crystals speed healing, and promote new growth when carried for long periods of time. Over the period of a few years, a green crystal can promote the regrowth of a lost arm, longer for a lost leg. Green crystals can be drained for 8 points of Isho or 1 Color Point.

### Red Crystals (contain Desti Isho)

Red crystals launch a bolt of Lightning Blast away from the user when activated. The aiming is crude (penalty of 6 to hit a target). Red crystals can be drained for 2 points of Isho or 1 Color Point.

### White Crystals (contain Tra Isho)

White crystals create a warp a few feet in front of the user if they are powerful enough, otherwise they act like the Deflector Dysha, and force oncoming dyshas to miss the holder for a two second period (1 combat round). White crystals capable of creating warps can be drained for 50 Isho Points or 4 Color Points. Less powerful white crystals that can be used for Deflector release 20 points of Isho when drained or 2 Color Points.

### Clear Crystals (contain no Isho)

Clear crystals contain no Isho of their own, but are excited by Isho, and naturally capture some of the Isho that radiates near them. Unless they are carefully sculpted, they are unable to hold this energy, and re-radiate over a period of minutes. This is a valuable trait, for an armor can be crafted from these crystals that absorbs and re-radiates the energy of Dysha attacks. Such *crystal armor* has clear crystals embedded in it, and is treasured by seasoned Caji, who craft this armor by hand.

Clear crystals can only hold a limited amount of Isho before breaking down. Some clear crystals shatter during an attack. To determine whether a Dysha attack is stopped, subtract the incoming Isho from the number of clear crystals in the armor. Divide this by 10 (rounding down). This is the rank to Roll against on a D20 for the attack to be stopped.

For example, if a 20 point orb attacked a character with a vest of 85 clear crystals, the Rank to roll against would be 6 (85 - 20 = 65, 65/10 = 6 rounding down). The attack would be stopped on a roll of 1 through 6 on a D20.

The number of crystals that shatter on a successful roll is D6 minus D6. If this is 0 or less, then no crystals shatter. If the crystals fail to stop the attack, the number that shatter is 3 plus the incoming Isho divided by 10. For instance, if in the above example, the player rolled a 14 where he needed a roll of 1 through 6, 5 crystals would shatter (5 = the base of 3, plus 2 for the 20 points of incoming Isho divided by 10).

Here is a summary of the crystal information:

## Summary of Crystals

| Crystal | Isho Released | Color Points | What it Does |
|---|---|---|---|
| White | 50 / 20 | 4 / 2 | A Deflector or Warp |
| Blue | 12 | 3 | Zaps you into unconsciousness |
| Green | 8 | 1 | 5 stamina points for 5 minutes |
| Orange | 6 | 1 | Creates tremendous heat for seconds |
| Yellow | 6 | 1 | Levitates 3 meters, then lowers |
| Red | 2 | 1 | Launches lightning blast from the crystal |
| Black | 1 | 0 | A -2 shield against non-Isho attacks |

### Warps

If the concentration of Tra Isho is great enough in an area, a warp will open. Every location on Jorune has a unchanging partner location to which a warp connects. The amount of Tra Isho necessary to open the warp depends upon a number of *Sholari* controlled factors, like the Isho geography on both sides of the warp, the Isho Weather, and things as complicated as warp gradients.

The place a warp connects to is hard to predict. Warp maps are very expensive and highly sought after. Sometimes, warps lead to locations nearby, and other times they connect to places thousands of miles away. The *Sholari* is in charge of determining where a warp leads.

Warps look like windows into another place. They are about four yards high and two and a half yards across. They extend along a perimeter, so it is usually possible to walk around a warp site to see what is on the other side.

### Crystal Fields

Places where crystal breaks through the surface of Jorune offer both danger and reward It's possible to discover pockets of naturally formed charged crystals. It's also possible to walk into a cavity of swirling Isho that can cause a person with the most meager amount of Isho to explode.

## DYSHAS

Caji characters may choose dyshas with the Extra Points given them after choosing their Occupation. For one point the character gets the Dysha at Familiar. Each additional point raises it one Rank. No Dysha can be increased by more than 5 Ranks.

### Dysha Skill Level

Dyshas become more powerful at higher Skill Levels. The benefits of higher Level are: greater Bundles and Range. The Bundle number tells how much more Isho can be woven to gain a greater effect with a Dysha. Each additional bundle above the basic one costs the same Isho as the original, and increases Injury rolls by 1. A Bundle number of 3, for example, would allow a character to spend 3 times the Isho requirement for a Dysha, and launch the Dysha at +2 on Injury (2 extra bundles beyond the normal 1). Orbs and bolts have different Bundle numbers.

The range multiplier tells what to multiply the Dysha's range by. More experienced character's can launch dyshas further with no extra effort.

## Dysha Benefits at each Level

| | Orb Bundles | Bolt Bundles | Range |
|---|---|---|---|
| Inexperienced | - | - | - |
| Familiar: | x 1 | x 1 | x 1 |
| Experienced: | x 3 | x 1 | x 2 |
| Seasoned: | x 5 | x 10 | x 3 |

For every Rank point above the Seasoned Level with a dysha, the character's Bundles and Range multipliers increase by 1. So, a character with a Rank of 16 with Power-orb (which reaches Seasoned at Rank 15), would be able to bundle 6 orbs at x4 range. Rank 17 could bundle 7 orbs at x5 range.

### Pushing a Weave

If they're feeling lucky, muadra characters can try to weave an orb or bolt one Level higher than they are rated for. For example, a character Familiar with an orb could weave it at Experienced Level, gaining the benefits of more bundles or a greater range. A roll against the Rank of the Dysha is required. If they succeed, they can choose one benefit of the higher Level, either weaving a greater number of bundles or increasing their range. Pushing a weave costs twice as much Isho as normal. A failed "push" indicates that the dysha's weave didn't hold, and that the Isho was wasted. It is possible to increase the range and bundle number for a given orb or bolt, but two successful rolls are required. If either roll fails, then the Dysha fails. To weave an orb that travels further and has greater quantum potential requires 4 times the Isho.

### Weave Tricks

A successful roll against a Dysha's Rank can also be made to achieve more sophisticated effects. Each kind of trick offers a different penalty against the Dysha's Rank. A favorite of orb slingers, "weave tight," increases the tightness of a weave, making the orb 5 Ranks harder for an opponent to Unweave. The penalty against Dysha Rank is 5 points when attempting a "weave tight." There is no additional Isho cost for this ability.

A trick that draws adulation from crowds is that of the invisible orb. There is a 10 Rank penalty against the Dysha's Rank to achieve this effect, but if successful, the orb can't be seen by the naked eye. This offers many tactical benefits, but can only be performed *reliably* by characters with very high ranks (a rank of 20 only offers a 50/50 chance). Caji magicians are fond of this ability, as it allows them to manipulate objects without the faintest visible trace of an orb or bolt. There is no additional Isho cost for this ability.

### Improvisation

Muadra have a chance of improvising a Dysha that is very similar to a Dysha that they already know. Players tell the Sholari what they want to weave, and the Dysha that it resembles. Reasonable modifications include changing the angle, timing, or motion of an orb or bolt, but not an improvement in strength, power, range, or duration. The Sholari will *generously* dole out penalties if the attempt is too divergent. Characters roll against their Dysha's Rank to successfully improvise.

### Dysha Disguise

This skill allows Caji to add unnecessary Isho to a Dysha in an attempt to confuse those who would Unweave it or Interfere with it. The general idea is to add enough of an extraneous kind of Isho (not already in the Dysha) to change the appearance of its highest ranking Moon (or color). This way, if the defender's Tra-sense or Signature skills fail them, they'll only see the brightest color with their eyes, and have to assume that the Dysha can be unwoven or interfered against that color. It costs 1 point of Isho per Rank point of veiling with a Dysha. So, adding 8 points of unnecessary Tra Isho to a Dysha would take 8 additional points of Isho. None of the Ranks of the Dysha to be disguised may be greater than the character's rank with that Moon Skill. The number of colors that can be disguised is really only important for Dysha games that Caji magicians perform. The Levels of experience below refer to the character's competence with the Dysha he plans to disguise.

Familiar: Only 1 extra color of Isho can be added.

*Experienced: Only 3 extra color of Isho can be added*

*Seasoned: All 7 moons/colors of Isho can be added*

### Variants on a Dysha

Some Dysha descriptions include variants which are easily learned. These are actually different dyshas, but they rely upon a common base of Isho Skills. Variants by definition have the same Isho cost, range, and Moon Rank requirements. Characters who know a Dysha can learn its variants with a +3 bonus to all their rolls.

### Shields

Dyshas that create shields have a strength that is reduced when the shield is attacked. If the shield strength goes to 0, the shield falls. Each Dysha that creates a shield lists the shield's strength. Dyshas pass freely through shields. Only non-Isho attacks are affected by a shield. Damage to a shield is assessed as follows:

**Damage to Shields**

| Wound | Damage to the Shield |
|---|---|
| Superficial | 1 |
| Minor | 2 |
| Major | 4 |
| Critical | 6 |
| Death | 10 |

Shields that enclose an area can be felled by a successful interference roll from their inside or outside. A human or boccord trapped inside a muadra's shield could walk right out if they were skilled enough.

## DYSHA LISTINGS

The top of each Dysha description contains: a requirements list, the Isho required to weave the Dysha, the range of the Dysha, and the Dysha's Difficulty.

**Requirements** are the Ranks with various Moon Skills necessary to be able to learn this Dysha. You may only choose dyshas that your character qualifies for.

**Isho required** is the amount of Isho needed to weave a single orb or bolt.

**Range** is the range in yards that the Dysha can travel before unraveling.

**Difficulty** indicates how hard the Dysha is to improve. Difficulty here is the same as for normal skills, with one exception: No Dysha can be used at the Unfamiliar Level. Some dyshas have a difficulty of Easy listed for them. They have Rank 0 at Unfamiliar.

A listing of "N/A" means that one of the pieces of information about a Dysha is Not Applicable. For example, the Tumble Dysha, which stops a muadra's fall, has no range associated with it.

*Characters cannot choose dyshas that have difficulties of Hard or Very Hard when they are starting out. These dyshas must be learned during game play.*

### DYSHAS OF SHAL

The blue dyshas of Shal all affect the nervous systems of their living targets. The Shal are often considered to be the most frightening of the dyshas. Shal training is rarely offered; few are those who wish to be the targets of these little blue horrors.

#### Faint

*Requires: Shal 8, Tra 2*
*Isho, Range, Difficulty:* *20, 20 yards, Easy*

This orb flips a person's Isho around, creating a sensation so unsettling that it can cause him or her to faint. Its mechanism is the same as that of the Faint Touch dysha.

#### Calm Animal

*Requires: Shal 5, Tra 1*
*Isho, Range, Difficulty:* *10, 20 yards, Easy*

This orb sometimes reduces the response type of an animal by 1 Manic creatures become dangerous, dangerous ones become obnoxious, and obnoxious ones become apathetic. It never works on enraged creatures. If it fails, the creature becomes less friendly or becomes frightened. This Dysha only works on creatures of Terran descent (yes, this includes the Iscin races). Variants on this Dysha include: Effect on Jorune life, and Effect on ramian-like life, like scragger and bochigon.

The chances of success depend upon the Size of the creature and its response type. The basic Ranks to succeed are 4, 10, and 13 for Manic, Dangerous and Obnoxious creatures. Apply the creature's Defense Size as a penalty to the roll. Since a mandare is Manic and is typically Defense Size +6, there is no chance of success without weaving a greater bundle. Each extra bundle adds 1 to the Rank. There is a limit of +5 ranks that can be added through bundles.

#### Blinding

*Requires: Shal 8, Launtra 6, Desti 3*
*Isho, Range, Difficulty:* *5, 20 yards, Moderate*

Those struck by this orb are temporarily blinded for 10 seconds, while brilliant light flashes over the surface of their body. It is not painful, but it obscures vision. This Dysha is not very effective against native Jorune life; their vision is only partially obscured by this attack.

#### Scramble

*Requires: Shal 14, Desti 4*
*Isho, Range, Difficulty:* *50, 10 yards, Hard*

This orb scrambles all of a victim's Moon Skills except Desti, making the weaving of all orbs impossible. Lightning blast can still be woven because it requires nothing more than the Desti Moon Skill. The effect lasts for 1 minute.

#### Body Freeze

*Requires: Shal 16, Desti 10*
*Isho, Range, Difficulty:* *35, 10 yards, Hard*

Victims of body freeze lose all voluntary muscle-motion. Anyone

running (or even walking), will fall. The length of the effect is 10 seconds. Body Freeze is only effective against Terran life forms. Variants include versions which are effective against Jorune life and one that works against ramian based life.

### Brain Blast

*Requires: Shal 16, Desti 10*
*Isho, Range, Difficulty: 5, 10 yards, Hard*

This orb inflicts a sharp jolt of pain in living targets, resulting in the loss of 1 Stamina Point, and a penalty of 5 to Advantage rolls for 3 rounds. Defenders must roll below their Strengths to avoid dropping items is in hand. This attack is effective against Terran and Jorune based life. A variant of this Dysha is effective against ramian based life.

### Craze

*Requires: Shal 16, Desti 4, Tra 4*
*Isho, Range, Difficulty: 5, 10 yards, Very Hard*

This dysha throws its victim into a wild epileptic fit for 5 rounds. The number of superficial wounds sustained from Craze equals D6 minus D6. If this number is 0 or less, then the victim suffers no injury. Remember that each Superficial wound penalizes Advantage by 1 point. Craze is only effective against Terran creatures.

### Drain

*Requires: Shal 18, Tra 8, Desti 4, Du 3*
*Isho, Range, Difficulty: 40, 20 yards, Very Hard*

When a Drain orb hits a creature, it attaches itself and drains one half of the creature's Isho each round (round fractions down). This continues for 3 rounds unless the defender can stop it. Muadra can dislodge the orb by kerning, but kerning will cause a loss of all Isho, as well. Creatures with boc-rods can make an additional defense roll each round against Agility to see if they can capture the Isho of the orb into the boc-rod. Additional bundles of this Dysha increase the duration by 1 round per bundle.

## Dyshas of Ebba

The yellow Ebba dyshas are orbs which either push or hold.

### Push

*Requires: Ebba 3*
*Isho, Range, Difficulty: 3, 10, Easy*

Push is the simplest of the standard Ebba dyshas taught. It is a large, slow moving orb (30 feet yards per round) that imparts a few pounds of force to its target. Good for knocking "haspills" off of fruit trees in Glounda; it is not intended as a weapon. It can be used to intimidate or anger small animals. It is not recommended against tarro, who will likely start screetching if hit by Push. The area of contact with this Dysha is about a foot across. Thus, if three bottles were lined up, Push could not hit just the center one — all three would go down on a hit. Use the Ping Dysha in such cases.

### Ping

*Requires: Ebba 7*
*Isho, Range, Difficulty: 3, 10, Hard*

Ping is a very useful Dysha in situations where small targets must be hit. It is a very small orb, measuring only a few inches across, and can be used to knock a single glass off a table without hitting anything else. The force of the ping is only a few pounds. Because its impact area is so small, it can momentarily daze creatures who are hit in the head and who fail on a roll against Constitution (they lose one round recovering). This is only true of an unsuspecting creature who didn't see the orb coming.

### Power-orb

*Requires: Ebba 5*
*Isho, Range, Difficulty: 5, 10 yards, Moderate*

Power-orb is a simple orb of Ebba Isho that pushes its target hard and fast. It is similar to being hit by a baseball bat used as a ramming weapon. Power-orb is one of the first offensive dyshas learned by most young muadra on their way to becoming Caji. It has its own listing for injury.

### Tumble

*Requires: Ebba 6, Launtra 3, Tra 1*
*Isho, Range, Difficulty: 10, N/A, Easy*

Muadra use tumble to prevent deadly falls. The Launtra Isho in this Dysha keeps it close to the body. When the ground draws near, the Isho repels it, lessening the impact of the fall by 5 points on the 2D6 injury roll for falling.

### Levitate

*Requires: Ebba 8, Tra 3*
*Isho, Range, Difficulty: 20, N/A, Moderate*

Levitate is an orb that raises the muadra, or anyone else who holds it, 12 feet per 10 seconds, for 10 seconds. Those who think ahead will have some place to step or something to grab at the end of the ten seconds, otherwise tumble might be necessary. Someone other than the muadra can use the orb for lifting, but a successful roll against Color Characteristic is required, otherwise the orb takes off on its own or falls apart.

Levitate does not allow for lateral motion while rising; that requires a successful improvisation. Altering a levitation orb so that it raises the character up and then down can be accomplished on an successful improvisation roll, but it only carries the character 6 feet up.

### Power-hold

*Requires: Ebba 10, Gobey 3*
*Isho, Range, Difficulty: 3, 10, Moderate*

This orb expands into four fat rings of Isho that bind to a target, holding it in place. It remains stationary, restraining whatever it has looped. Power-hold lasts for 30 seconds per usage. Subtract 10 seconds of duration for every Size Modifier Point of the creature. Thus, boccord would be held for only 20 seconds because their Size Modifier is +1. A roll against Strength is allowed for creatures who wish to break the rings of Isho. Each point of a creature's Size grants a bonus of 5 on the roll. So a boccord of strength 11 would have to roll a 1 through 16 to break one of the rings. Until all of the rings are broken, or the duration has expired, the victim cannot move from the location where he or she was hit.

### Suspension Orb

*Requires: Ebba 12, Gobey 9, Tra 4*
*Isho, Range, Difficulty: 25, 5 yards, Hard*

Suspension Orb forms a large "balloon" of Isho that engulfs its target, lifts it, and hovers a few feet off the ground. It will last for 6 rounds before collapsing and dropping its payload. The strength of the suspension orb as a shield equals the Isho invested in it, excluding extra Isho used to pushing the weave or disguise the dysha. Thus, if an Experienced Suspension Orb weaver wanted an orb to last 12 rounds, he would expend twice the Isho, giving the shield a strength of 50.

### Spinner

*Requires: Ebba 15, Gobey 9, Tra 2, Du 1*
*Isho, Range, Difficulty: 50, 5 yards, Very Hard*

Spinner is a very debilitating orb to be hit with. On contact, it sets its target spinning in place for about 5 rounds. Subtract from the duration the Size of the victim, doubled. Thus, bronth would only spin for 1 round because their Size is +2.

Creatures must roll against Strength to see if they drop what they are holding in their hands. Penalize this roll by 1 for every second of the spin (number of rounds x 2). Creatures are penalized to advantage by -2 for each *round* of spinning. For example, if a

Spinner orb hit a human, the human would spin for 5 rounds (10 seconds). If the human's strength was 13, a roll of 1 through 3 would be needed for him to hold on to his possessions. Afterwards, his Advantage would be penalized by -10 (-2 for 5 rounds = -10). This penalty shrinks by 5 every 10 rounds thereafter.

### Constrictor

*Requires: Ebba 15, Gobey 12*
*Isho, Range, Difficulty: 75, 10 yards, Very Hard*

Constrictor is an insidious orb reminiscent of Power-hold. The orb forms a single tight ring around its target, and starts constricting. The larger the object being constricted, the weaker the constriction. Around an arm, Constrictor is a fat ring, and is likely strong enough to crush or even sever the arm. Use the injury chart for Constrictor. The following table provides modifiers on the injury roll for different sized objects. Add a creature's Size to the penalty in each case. Constrictor is ideal for cutting thin objects, like rope.

**Constrictor Orb Penalties**

| Injury Location | Penalty |
|---|---|
| Arm | +0 |
| Leg | -4 |
| Body | -6 |
| Head | -2 |
| Rope | +6 |

## Dyshas of Du

The bright amber Du orbs transport energy in a fairly crude form, either as light or heat.

### Orb of Light

*Requires: Du 1*
*Isho, Range, Difficulty: 1, 40 yards, Easy*

An orb of light can be created in varying degrees of brilliance, to fit the situation. For a bright light, the orb will last for about an hour, and illuminate a 10 foot by 10 foot room very well. A dimly lit orb will last almost a day. The orb stays in one place unless moved by its castor; he or she simply places both palms around the orb and pulls it along. It can be unwoven at any time by its castor.

### Flingers

*Requires: Du 3, Ebba 1*
*Isho, Range, Difficulty: 10, 40 yards, Easy*

The Flingers Dysha weaves 5 tiny orbs which inflict damage like the Cast Energy Dysha, but at a much lower level. Subtract 5 from each injury roll. Each orb travels in a slightly different direction. If desired, the Caji may choose for them to disperse randomly.

### Quantum

*Requires: Du 7*
*Isho, Range, Difficulty: 5, 20 yards, Moderate*

This orb of intense heat is created with only 5 points of Isho. They are effective, and easy to weave, but they cannot be bundled. Treat a usage of Quantum as Cast Energy when rolling for injury, but subtract 3 from the 2D6 die roll.

### Cast Energy

*Requires: Du 10, Desti 4*
*Isho, Range, Difficulty: 10, 20 yards, Hard*

Cast energy is another orb of intense heat. Because it can be bundled, the damage it inflicts can be far more severe than Quantum.

### Crater

*Requires: Du 15, Desti 8*
*Isho, Range, Difficulty: 30, 10 yards, Very Hard*

When the crater orb reaches its destination, it releases all its energy in a huge blast that burns everything nearby. Use the chart listed for crater to determine the injury done to defenders. Roll 2D6 for everyone nearby, subtracting 3 points from the roll for every meter's distance. Minor fires (they can spread) are sometimes started by this orb. Use it with care.

## Dyshas of Gobey

All of the black Gobey dyshas are associated with shields and the destruction of shields. Shields have an associated strength. In order to fell a shield, damage exceeding its strength number must be inflicted. No physical attack can penetrate shields without felling them first. Orbs and bolts have no trouble passing through shields.

### Shield

*Requires: Gobey 5, Launtra 4, Tra 1*
*Isho, Range, Difficulty: 5, N/A, Easy*

This defensive dysha creates a shield immediately in front of the weaver that reduces by 6 any wound roll caused by a non-Isho attack (for Dysha attacks, Caji defend with the Dysha "Deflector"). Rolls below 2 are considered to be totally blocked. No bundling is allowed with this dysha. Whether or not the shield encounters a force, it falls at the end of the round. Although not launched, the shield comes from an orb created in the palm of the Caji. Users of shield must have advantage rolls no more than 5 points lower than their attackers' to get the shield up in time.

### Bubble

*Requires: Gobey 12, Ebba 2 , Tra 1*
*Isho, Range, Difficulty: 20, 10 yards, Moderate*

This orb creates a domed bubble of strength 30. It will remain indefinitely, unless destroyed by either the person trapped inside or by an outside attack. Bubbles do not move. They measure approximately 9 feet high with a 9 foot diameter base. Very slow moving objects can enter and exit a Bubble, but the larger the diameter of the object penetrating a bubble, the more force that is required for it to pass through. Thus, a pointed stick would pass through far more easily than an arm. Sound passing through a Bubble is garbled, but air can pass through both ways. Dyshas can enter and exit a bubble without impediment.

### Body Shield

*Requires: Gobey 12, Launtra 6, Tra 2*
*Isho, Range, Difficulty: 30, N/A, Moderate*

This shield covers the user's body, and provides a defense of 20 points. The shield is mobile, and will travel with its creator. This flexibility comes at a price, however. Used or not, the shield loses strength at a rate of 2 points a minute. After 10 minutes, it falls completely. Note that users of body shield can still launch other dyshas, but cannot use normal physical weapons without harming their own shield.

### Wall

*Requires: Gobey 14, Ebba 8, Tra 1*
*Isho, Range, Difficulty: 60, 10 yards, Hard*

Wall orbs spread out to form shields which cover a maximum of 30 square feet. They are especially effective for barricading entrances. The shield is shaped like a wall, and has a strength of 100 points. Walls can be destroyed intentionally, or, in the wilderness, they will eventually fall due to forces of nature. If left in the right environment, walls can stand for years.

### Shield Shatter
*Requires: Gobey 14*
*Isho, Range, Difficulty:* *20, 20 yards, Hard*
This orb inflicts 20 points of damage to shields, 4 points per round for 5 rounds. A lot of light and noise are given off by the orb.

### Cage
*Lightning Blast is a pre-requisite*
*Requires: Gobey 12, Desti 8, Ebba 6, Tra 1*
*Isho, Range, Difficulty:* *40, 10 yards, Very Hard*
Cage creates a restraint around a defender (similar in size and type to Bubble). But instead of falling when its strength drops below 1 point, Cage strikes its captive with a bolt of Lightning Blast. *If destroyed by Shield Shatter, cage's Lightning Blast does not strike.* With a sufficient interference roll (and enough Isho), a human or boccord could walk right out of a cage.

### Shield Implosion
*Requires: Gobey 12, Ebba 10, Desti 2*
*Isho, Range, Difficulty:* *50, 10 yards, Very Hard*
This Dysha is used to attack creatures that have insulated themselves with an Isho shield. This orb is similar to Shield Shatter, except that the occupants of the shield suffer one attack of power orb per round for the orb's 5 round life span. During this time, the shield is being destroyed 4 points per round. The bulk damage to shield occupants is caused by rapid alterations in the size of the shield as it contracts.

## Dyshas of Desti
All the dyshas in this group are red bolts. All are violent. Those who master Desti leave little doubt as to their intentions. These dyshas are easily picked up in seedy kerning bays. Muadra who know only Desti dyshas, and are incapable of producing a naull, are called dytes. The term has come to be taken as a Caji slur. Such dangerous, undisciplined low-lifes are escorted out of Ardoth by city guards.

### Lightning Blast
*Requires: Desti 3*
*Isho, Range, Difficulty:* *10, 40 yards, Easy*
Most basic of the Desti dyshas, this bolt inflicts painful flaming damage. This is the mainstay of dytes and criminals. Use of this Dysha is frowned upon. This stigma makes it all the harder for crugar to integrate into human society.

### Stiff
*Requires: Desti 7, Shal 2*
*Isho, Range, Difficulty:* *15, 40 yards, Easy*
The Stiff dysha jolts its victims arms and legs into a comically grotesque full extension. Defenders of stiff drop anything in their hands if they fail on a roll against Strength. Defender's fall if they fail on a roll against Agility.

### Frost Bolt
*Requires: Desti 10, Du 4, Gobey 2*
*Isho, Range, Difficulty:* *20, 20 yards, Moderate*
This dysha blasts its victim with intense cold. Frost Bolt can cause serious wounds and even death.

### Lightning Strike
*Requires: Desti 14, Ebba 10, Shal 4*
*Isho, Range, Difficulty:* *40, 20 yards, Hard*
The most feared of the Desti dyshas, Lightning Strike first hits its target with Lightning Blast, and then hurls its victim a few yards back. Use the Lightning Blast column on the dysha injury table to assess damage to a defender. The distance that a defender is thrown is equal to 3 minus defender's Defense Size in yards. Add additional bundles to the 3 before subtracting. Thus, a triple bundle would throw a boccord 6 yards (5 - 1 = 4, 3 + 1 usage + 2 extra bundles - Boccord Defense Size of +1). Treat this as the number of yards fallen when checking for any additional injury.

### Penetration Bolt
*Requires: Desti 16, Tra 10*
*Isho, Range, Difficulty:* *50, 10 yards, Very Hard*
Penetration bolt is able to pierce any armor, and it inflicts its damage on the living tissue inside. The bolt will not release its energy until surrounded by dense Isho, which it finds once inside the body of the victim.

## Launtra Dyshas
The dyshas of Launtra all employ the technique of running Isho over the surface of the body. These abilities are especially valuable to those who spent much time in the wild. The use of these dyshas creates a slight green glow about the part of the body which employs the Launtra Isho.

### Fire Touch
*Requires: Du 5, Launtra 5*
*Isho, Range, Difficulty:* *5, N/A, Easy*
With this dysha, the user's hands direct a wave of Isho that gives off the heat of a branding iron. A surge of Isho running across the Caji's palms both protects the hands and creates the heat. Those using this dysha must not make direct contact with their target; to actually touch a victim eliminates insulation and results in severe burns. Treat attempts to use this Dysha in melee combat as punches.

### Healer
*Requires: Launtra 5, Shal 3, Desti 1, Tra 1*
*Isho, Range, Difficulty:* *10, N/A, Moderate*
By weaving just the right flow of Isho over their palms, Caji can heal wounds and speed recovery. The process takes about a minute, and the results become apparent over a period of a few hours. A usage of this Dysha alleviates the injury of a superficial wound and replenishes 2 points of Stamina loss. Healing may only be applied to a single wound. There is no additional benefit to using more than two applications of Healer to a wounded person in one day.

### Night Eyes
*Requires: Launtra 8, Tra 2*
*Isho, Range, Difficulty:* *1, N/A, Moderate*
Muadra can amplify their light perception in near total darkness by trickling a little bit of Isho over the surface of their eyes. The duration of the effect is 10 seconds. The palms of the muadra are needed to weave this Dysha until the character is Experienced with Night Eyes.

### Faint Touch
*Requires: Shal 8, Launtra 4, Tra 2*
*Isho, Range, Difficulty:* *1, N/A, Moderate*
Caji can jar their victims into collapse by dumping their Isho upside-down. The higher an opponent's Isho, the more energy this takes. But more Isho in the victim means more Isho can be churned around. The total Isho spent must be greater than the Isho of the creature. There is a 3% chance of unconsciousness for every point of Isho spent. Thus, if a Caji spent 30 points of try to knock out a creature with 20 Isho points, he would have of 90% chance of succeeding (30 Isho points x 3% chance per Isho Point).

Falling unconscious from faint touch is not pleasant. It is not like falling asleep. Having one's Isho flipped back and forth by a faint touch dysha is analogous to being twirled after a big meal. The duration of unconsciousness in minutes equals the amount that

the roll was failed by. Thus, a muadra with a Constitution Rank of 15 who had 40 Isho Points needs to roll a 1 through 5 to withstand the attack. On a roll of 9, this character would be unconscious for 4 minutes.

### Spider Grip

*Requires: Launtra 12, Ebba 6, Gobey 3*
*Isho, Range, Difficulty: 10, N/A, Moderate*

This is the ability to climb or hold onto most any surface. By running a current of Isho over the palms and feet, a Caji can cling effortlessly to all but the most slippery surfaces. The duration of spider grip is 1 minute for a single usage. Areas rich in Ebba Isho act as an automatic unweave for this Dysha, preventing its use. Exterior walls of the Dharsage palace are lined with Ebba rich yellow crystals specifically for this reason.

### Spectral Stun

*Requires: Du 10, Launtra 8*
*Isho, Range, Difficulty: 5, 10, Very Hard*

Spectral Stun temporarily stuns victims by flashing an intense beam of light in the defenders' face. The Caji must cup his or her palms together to weave this dysha. This move is an obvious tip to anyone paying attention *Cover Your Eyes!* Caji characters with advantage rolls higher than their opponent will always succeed with this Dysha (assuming that the defender was facing the Caji). Defender's with advantage rolls no lower than 5 below the Caji's can opt to cover their eyes if the Caji states that he is weaving. Defenders exposed to this light become disoriented and dizzy. They become -5 to advantage for the next 3 rounds, and lose 3 Stamina points.

## Dyshas of Tra

The white Tra dyshas are concerned with the ebb and flow of the ambient Jorune energy. Tra Isho warps space for orbs bolts.

### Deflector

*Requires: Tra 4*
*Isho, Range, Difficulty: 1, N/A, Easy*

If enough Isho is expended in the use of this dysha, incoming orbs and bolts can be deflected around the Caji. The Caji must spend 1 point of Isho to deflect 2 points of oncoming Isho. If this condition is not met, the incoming orb or bolt will not be affected by the deflector. Basically, deflector cuts a channel through the ambient energy around the Caji; incoming orbs and bolts are conducted through the channel, and pass around the Caji without contact.

### Inner Ear

*Requires: Tra 6, Launtra 4*
*Isho, Range, Difficulty: 10, N/A, Moderate*

Caji use this Dysha to amplify their hearing enough to listen to sounds on the other side of a barrier or wall. The duration of the effect is 10 seconds for 10 points of Isho. The effect of Inner Ear is achieved through a means similar to as Inner Eye, described next.

### Inner Eye

*Requires: Tra 8, Launtra 6*
*Isho, Range, Difficulty: 20, N/A, Hard*

This Dysha is like Inner Ear, except that it applies to sight. Users of Inner Eye can see through walls as thick as 6 feet. This is a very limited and very expensive ability. It works by forcing open an oval-shaped warp; this thimble sized warp is not fully formed. The warp doesn't actually open, but an echoing effect allows the Caji to see anything on the periphery of the warp.

### Reflect

*Requires: Tra 10*
*Isho, Range, Difficulty: 50, N/A, Hard*

Reflect is similar to Deflector, except that the user can *purposefully redirect* the incoming orb or bolt in any direction. Usually, dyshas are sent right back at their sources. Treat this rerouting as an attack by the Caji with Reflect. The chances to hit are just as if the orb or bolt originated with the reflecting Caji.

### Create Warp

*Requires: Tra 16*
*Isho, Range, Difficulty: 100, 5 yards, Very Hard*

This orb will create a warp to another location. There is no way for Caji to determine the warp's partner location without a warp map of the area (an extraordinarily rare item), so using such a warp has its risks. The warp lasts for 10 seconds, and can be disrupted and destroyed by Caji nearby it on either side. Kerning into a warp has a probability to fell it equal to the number of Isho points put into the kern. A 30 Isho Point kern has a 30% chance of felling a warp. Sometimes a warp will not open when this orb is woven. A greater bundle of Isho might be needed to dislodge a stubborn warp. Some warp sites just can't be opened because of Isho conditions or geography on the other side of the warp. If a warp does open, the *Sholari* knows where it leads to.

# ISHO SKILLS

These are specialized skills that bring characters more Isho or allow characters to disrupt incoming orbs or bolts.

### Caji Entropy

There is a process by which Caji can attempt to rapidly increase their Isho Points, often beyond their Max Isho. It is called "Caji Entropy," and it is risky business. Beginning the process costs 5 Color Points. The player makes rolls against his Caji Entropy skill. Each roll costs 1 Color Point and takes 5 minutes of game time. The player can roll until he or she is out of Color Points, or has reached his maximum benefit. Each successful roll against this Skill increases the multiplier of the character's Isho. The first success gives a multiplier of x1 (no benefit). The second success will raise it to x2, and the third successful roll to x3. After x3, rolls cost 5 Color Points each. From this point on, if the D20 roll is a 19 or 20, the character loses his Isho all at once, inflicting D6 superficial wounds to random parts of the body. The top limit to this multiplier is x5.

Procedure for Caji Entropy:

1. Initial cost of 5 Color Points
2. Each roll costs 1 more Color Point
3. Each roll takes 5 minutes of game time
4. Each successful roll against Caji Entropy skill Rank increases the Caji's Isho Multiplier.
5. The first successful roll against Caji Entropy Skill Rank sets the Caji's Isho Multiplier to 1
6. Each additional success against this skill raises the Multiplier by 1.
7. After 3 successes, where Isho Points have been multiplied by 3, rolls cost 5 Color Points each.
8. Isho Multiplier can get no higher than x5 though the use of Caji Entropy
9. Caji must use the entropy Isho they have gained within the hour

Players who have raised their Isho above Max Isho through Caji Entropy can sustain this level for a maximum of 1 hour. If at the end of this time they have not dissipated this excess Isho, they lose all of their Isho, and suffer 1 superficial wound to a random body location for every 10 points of their Isho.

## Unweaving

Caji are the only race besides shanthas able to "Unweave." Unweaving a dysha takes an oncoming orb or bolt apart at the seams, rendering it harmless. Ability to Unweave depends upon having a higher Moon Skill Rank than one of the components of the oncoming Dysha. The Caji player announces the Moon Skill to be rolled against. His Moon Skill's Rank must be higher than that of the oncoming Dysha if he is to succeed. If it turns out that the Dysha is not comprised of that type of Isho at all, the attempt automatically fails. The player might not know what types of Isho make up the Dysha without a successful Tra-Sense roll.

If the roll to Unweave succeeds, the dysha is unwoven, and the Caji is unharmed. A failed roll accomplishes nothing, and the Caji is hit by the orb full force.

The cost to attempt to Unweave depends upon the difficulty of the Dysha. If the Caji spends less than these points, then the attempt automatically fails.

### Unweaving Penalties

| Difficulty | Isho Points to Unweave |
|---|---|
| Easy | 1 |
| Moderate | 3 |
| Hard | 5 |
| Very Hard | 10 |

The main challenge to unweaving is that the Caji may not know the exact Isho makeup of the incoming Dysha, especially if the attacker has used Dysha Disguise. A roll against Tra-Sense Rank is always required to gain full disclosure from the Sholari as to the orb or bolt's nature in Moon Ranks. On a failed roll, the Caji knows nothing but the brightest color in the Dysha (which is its highest Rank) that can also be seen with the naked eye.

Procedure for Unweaving:

1. The Caji uses his Tra-Sense (a separate skill) to try to "see" what types of Isho are in the oncoming orb or bolt.
2. The Caji states how much Isho he is spending to Unweave. If these points are less than the minimum for the Difficulty of the incoming Dysha, then the Unweave automatically fails.
3. The Player states which of his Moon Skills he will use in an attempt to Unweave.
4. If the chosen Moon Skill for Unweaving is not a component of the oncoming Dysha, then the Unweave automatically fails.
5. If the Caji's Moon Skill Rank is lower than the Dysha's Rank in this Moon Skill, then the Unweave automatically fails.
6. If a D20 roll can be made successfully against the selected Moon Skill Rank, then the Dysha is successfully unwoven. Otherwise it strikes the Caji full force.

Example: Suspension Orb is launched at a Caji who wishes to Unweave. He can see that the orb's brightest color is Yellow, but rolling successfully against his Tra-Sense skill, he learns that the Dysha has Moon Ranks of: Ebba 12, Gobey 9, Tra 4. The Caji's Moon Skill Ranks are:

| | |
|---|---|
| Shal | 7 |
| Ebba | 4 |
| Du | 1 |
| Gobey | 9 |
| Desti | 2 |
| Launtra | 6 |
| Tra | 4 |

Of all the Moon Skills in the Dysha, the Caji is strongest in Gobey, with a Rank of 9. This gives him his best chance of Unweaving. He could not have successfully Unwoven against Ebba, even though that was the brightest color of the orb.

The Caji knows that this is Dysha is Difficulty Hard, and states that he is using 5 Isho Points in his attempt to Unweave. A 7 is rolled on a D20, and the Suspension Orb is successfully Unwoven.

## Interference

Interference is a defensive ability against dyshas that is the human and boccord equivalent of Unweaving. It is less susceptible to trickery by slippery Caji who disguise orbs and bolts with extra Isho. The Isho cost to Interfere with a Dysha is equal to one half of the Isho strength of the incoming Dysha (round down). This Isho is spent whether the Interference succeeds or not. A character must have at least 1 point of Isho to Interfere. The person Interfering does not have to state how much Isho is being spent; the correct amount is always taken from their Isho. If they don't have enough Isho, they end up with 0 Isho, but are allowed to Interfere, taking a permanent loss of 1 point of Max Isho (this can be regained, as Max Isho eventually increases).

Interference depends upon successful rolls against Moon Skills to bring down the damage of an incoming orb. Most characters are allowed more than one roll to Interfere. The number of rolls allowed equals the character's Color Rank divided by 3 (round down). Each successful roll against a Moon Skill that is part of the incoming Dysha reduces the effect of the Dysha by 2 on the Injury Roll. If the character is able to successfully Interfere with every Moon Skill of the incoming Dysha, then reduce the Dysha by 3 on the injury roll for each successful roll.

Thus, if a Dysha had Ranks in three Moons, say Tra, Ebba and Du, and if the character interfered successfully against all three of these moons with his 4 rolls (assume his Color Characteristic is 17, allowing him 4 rolls), then the injury roll would be reduced by 9 (3 success x benefit of 3 per success for interfering with all of the Dysha's Moon Skills).

### Faked Out By A False Color

Interfering against a False color (one sneaked in by the attacker), does not reduce Injury — it just wastes a roll. Unlike with Unweaving, the person Interfering need not have a superior Moon Rank to any of the Moon Ranks of the incoming Dysha in order to make Interfere rolls.

### Special For humans And boccord

Humans and boccord with Max Isho below 20 receive a +10 bonus on their first Interference rolls each day. This occurs because of the natural state that their Isho settles into after a good night's sleep. Once their Max Isho raises to 20 or above, they lose this bonus. Historically, this kept humans and boccord from improving their Isho for fear of losing their special ability. They thought of Interference as a special thing that they could do once a day. Only in the past twenty years have humans and boccord made an effort to increase their Max Isho, raising it significantly enough to Interfere many times in a day. As they gained more Isho to Interfere with, they found that they could practice Interference and improve their skills more rapidly, eventually making up for the loss of that early bonus.

### Outsmarting A Disguised Dysha

If a character thinks that an incoming orb has a false primary color (the color that the Sholari tells the player he sees), he can just interfere against several Moon colors using the several rolls he is

allowed. For example, a human with a Color Characteristic of 12 would get 4 rolls when interfering. Say that this human had Moon Skills of:

| Interference Example | | |
|---|---|---|
| Moon Skill | Color | Rank |
| Shal | Blue | 3 |
| Ebba | Yellow | 4 |
| Du | Orange | 0 |
| Gobey | Black | 0 |
| Desti | Red | 5 |
| Launtra | Green | 0 |
| Tra | White | 0 |

If a primarily blue orb was coming at this human, he could make all four of his rolls against Shal, giving him 4 chances to roll a 1 through 3 on a D20 (or 1 through 13 if this was his first interference of the day). This would be a waste if the blue Isho had been faked.

**Procedure for Interference**

1. Rolls allowed = Color Characteristic/4
2. Make all rolls against Moons of your choice.
3. Rank to roll against is the character's rank with each Moon.
4. If the person interfering is a human or boccord with Max Isho below 20 and this is his or her first Interference of the day, give a bonus of +10 on each roll.
5. For each successful roll, reduce the injury by 2.
6. If all of the Dysha's Moon Skills were successfully rolled against, then reduce the injury by 3 for each success.

# ISHO DETECTION SKILLS

There are two very different types of Isho Detection skills: Signature Skills, and Tra-Sense Skills. Caji and members of other races who can weave dyshas have Tra-Sense, while humans, Boccord and other non-weaving races can have Signature skills.

Dysha weaving creatures are able to balance large amounts of stable Isho. They must become skilled at ignoring tiny, high-frequency fluctuations in the Isho and deal with the large, static quantities involved. This is the strength of Cajis. Boccord cannot weave, and cannot manipulate large, static amounts of Isho. For them, it is easy enough to tune into the high frequency Isho ripples in their environment. Having evolved with the Isho, shanthas are its most multi-faceted users. They have all the signature skills and have superb Tra-sense.

## Signature Skills

### Signature Spectrum

This ability tells humans and boccord the spectrum of Isho given off by a creature or object. The spectrum is in terms of Ranks for each of the creature's Moon Skills. All creatures give off a characteristic Isho ripple that Caji cannot perceive because it is too high frequency. On a successful roll the character knows the spectrum of a creature or object. The Sholari can penalize the roll if conditions increase the difficulty of the situation. Distance to the creature or object being scanned creates a penalty against the rank.

*Unfamiliar: Penalty of 1 per 3 yards. 1 attempt per 20 seconds. Knows 1 Moon Skill Rank.*

*Familiar: Penalty of 1 per 10 yards. 1 attempt per 10 seconds. Knows 3 Moon Skill Rank.*

*Experienced: Penalty of 1 per 15 yards. 1 attempt per 5 seconds. Knows 5 Moon Skill Rank.*

*Seasoned: Penalty of 1 per 20 yards. 1 attempt per 2 seconds. Knows all Moon Skill Ranks.*

### Race of Signature

A successful roll against this Skill tells the character the actual race of the creature being scanned. The character must, of course, actually know the creature type, and have encountered it at least once firsthand for this to work reliably. It first requires a successful roll against Signature Spectrum.

### False Signature

Allows a character to falsify his own signature as that of any creature he has encountered. This takes 1 point of Isho per round to sustain. Even non-intelligent native Jorune life can eventually figure out that they're being tricked by such a stunt. However, broadcasting the signature of a corondon does have the potential of starting small stampedes or sending creatures to the skies.

### Mask Signature

Similar to False Signature except that the Masker's signature disappears, making the creature invisible to those with Tra-sense. Shanthas have no trouble recognizing a character hidden by such a stunt.

## Tra-Sense Skills

These are skills that only Caji characters have. Tra-sense skills allow vision and sensing of static Isho, that is, concentrations of stable Isho. They are not able to pick up rapid variations in pulsating Isho.

### Tra-Sense

Tra-sense is the vision with which shanthas see the world. It is an Isho-vision that offers a 360 degree field of view. It is a general ability to sense and see Isho concentrations. Fluxuations in Isho are seen as large ripples, and are hard to identify with Tra-Sense.

All Tra-sense rolls are made secretly by the *Sholari*. A successful roll against Tra-sense indicates that the character has successfully perceived some of the Moon Skill Ranks of an object or an environment. This is a required roll to determine the makeup of an incoming Dysha. The information is passed to the character as a series of Ranks with each Moon. A large source of Tra-Isho, for instance, might be revealed as Tra Rank 15, and all other Moon Ranks at 0 (so don't even mention them).

Objects difficult to probe because they are complex or contain little Isho usually penalize Tra-sense by 1 to 10 points.

The *Sholari* reveals only the brightest color of Isho in an oncoming Dysha if a Tra-sense roll is failed.

Procedure for using Tra-sense on an incoming dysha:

1. The *Sholari* secretly rolls against the character's Tra-sense Rank. If the roll is successful, the *Sholari* reveals some or all of the Moon Ranks of the Dysha, depending up on the character's Level of experience with Tra-sense.
2. If the Tra-sense roll failed, the *Sholari* treats the situation the same way, but only reveals the highest moon Rank of the Dysha. The player does not know whether he has failed or not. The Dysha might have only 1 Moon Rank.
3. If the roll succeeded, but the Dysha was disguised, the character learns the Moon Ranks, but not necessarily whether there is any disguised Isho in the Dysha. The *Sholari* penalizes the Tra-sense roll by the weaver's Rank divided by 2 to see if the Tra-sense roll succeeded by enough to reveal the Dysha's true identity. If it does, the *Sholari* indicates the discrepancy. If not, the player knows the Moon Ranks of the Dysha, but has no idea whether there is disguised Isho in the Dysha or not.

Take a sample character who has a Tra-sense Rank of 11. The *Sholari* rolls a 7 on the D20 roll, which is a successful roll for the player. The *Sholari* tells the player all of the dysha's Moon Ranks (say they are: Shal 13, Ebba 6, and Desti 4). If this was a disguised dysha, woven by a character of Rank 14 with the dysha, then there would be a secret penalty of 7 on the D20 roll. In this case, the *Sholari* would not reveal the presence of any disguised Isho. If the Tra-sense roll succeeds even with the penalty, the *Sholari* reveals any Isho shenanigans. In the case just described, if the Shal 13 was disguised Isho masquerading as part of the dysha, the Tra-sense roll would have to be a 1 through 4 on the D20 in order for the *Sholari* to reveal this fact to the player (4 = Tra-sense Rank of 11 - penalty Rank of 7 because the weaver's Rank is 14).

There is also a penalty for the range of the object being sensed. This is not the case with dyshas, which are sensed and then unwoven at point-blank range.

*Unfamiliar: Penalty of 1 per 5 yards*

*Familiar: Penalty of 1 per 10 yards*

*Experienced: Penalty of 1 per 15 yards*

*Seasoned: Penalty of 1 per 20 yards*

### Estimate Isho

A successful roll against this skill's Rank gives the character an approximate idea of the Isho of an object or creature. The level of experience with this skill indicates the resolution. Look up the Isho in question on the table in the Max Isho, Isho, and Color Points section (back in Chapter 3). On a successful roll, the *Sholari* tells the player the actual Isho within some number of ranges. The exact number of ranges depends upon the character's experience with Estimate Isho On a successful roll:

*Unfamiliar: Knows the amount of Isho within 3 lines above or below*

*Familiar: within 1 line above or below*

*Experienced: within the 1 line*

*Seasoned: the exact amount of Isho*

### Warp Stabilizing

When a warp seems about to fall and it's urgent that it not, Warp Stabilizing is the only hope. A warp's Instability Rank is the character's penalty on the Warp Stabilizing roll. The Instability Rank multiplied by 2 is the Isho required. The duration that the warp is held open depends upon the character's Level of experience with Warp Stabilizing. There are many factors in the warp's Instability Rank, such as Isho Weather, the local Isho geography, instability in conditions between the two warp points, and interference from other sources unknown to the players. The average unstable warp has an Instability Rank of 5.

Variable levels of success are described below:

*Unfamiliar: Warp stays open another 1 round*

*Familiar: Warp stays open about D6 more rounds*

*Experienced: Warp stays open about 3D6 more rounds*

*Seasoned: Warp stays open about D6 minutes*

## LEARNING AND IMPROVING DYSHAS AND ISHO SKILLS

Dyshas improve the same as ordinary skills: they must be a Focus in order to improve, they gain Attainment Points when used, and they increase in Rank by 1 point at a time. Dyshas gain greatly as they increase in Level. A Caji who is seasoned with a Dysha can weave more powerful or multiple orbs per round and launch them at greater distances from targets.

### Learning A New Dysha

Learning a new dysha requires some role-playing and some die-rolling. Each dysha is described in terms of the pre-requisite Ranks a character must have in each of the seven Moon Groups. For example, Suspension Orb requires Ranks of: Ebba 12, Tra 9, and Desti 4. A character whose skill levels in any of these 3 Moons falls below those requirements cannot learn this dysha. Only one dysha can be learned at a time.

#### "Learning the Basics" of a New Dysha

Learning a new Dysha requires that the character be taught the basics of the dysha from another Caji, or by a hishtin (Boccord teachers with excellent interference skills). This requires a successful roll against Color Characteristic, with a penalty for the difficulty of the Dysha:

**Learning the Basics**

| Dysha difficulty | Penalty to roll against Color |
|---|---|
| Easy | 0 |
| Standard | 5 |
| Hard | 10 |
| Very Hard | 15 |

One roll is allowed each day, and costs the character the number of Isho points needed to cast the dysha. Learning the essentials of a new dysha from a Caji is much better than from a hishtin. The average Caji gives a +3 benefit on the roll, while an average hishtin gives a -2 penalty. The *Sholari* can apply teaching skill modifiers, typically in the range of -6 to +6 (+6 masters are usually expensive and extremely rare).

"Learning the basics" of a Dysha doesn't grant the ability to cast the dysha, only to practice it. Learning a new dysha doesn't require a focus.

#### "First Weave" of a New Dysha

With the basics learned, the player builds Isho Points and Color Points in an attempt to perform his First Weave with the new dysha. If successful, the dysha is learned at the Familiar Level. Color Points and Isho Points are usually gained through draining crystals.

This First Weave is similar to Challenging a skill, but Color Points and Isho Points are used for each roll instead of Attainment Points. Another difference is that instead of rolling against a Characteristic, rolls are made against each of the player's Moon Skills that make up the Dysha. Treat the pre-requisite Ranks for the dysha as the penalties on the rolls against each Moon Skill (only the Moons that are pre-requisites need be rolled against). A successful roll against each Moon Skill must be made to Learn the dysha at the Familiar Level. The number of Isho Points per roll is half of what is required to weave the dysha. The number of Color Points spent per roll depends upon the difficulty of the Dysha.

## First Weave of a Dysha

| Dysha Difficulty | Cost in Color Points for each roll |
|---|---|
| Easy | 1 |
| Moderate | 2 |
| Hard | 3 |
| Very Hard | 4 |

No recharging of Isho can occur during the process, nor can additional Color Points be gained. The rolls can be made against the Moon Skills in whatever order the player chooses, but a successful roll against each Moon Skill must be made in order to learn the dysha.

Bonuses for Caji and hishtin assistance are a +1 for an average Caji, and a +4 for an average hishtin. Add such bonuses to every roll against a Moon Skill. Neither form of assistance is required to perform First Weave. Caji charge a lot to teach the basics of dyshas, while hishtins make their living helping Caji weave their first few orbs. The average Caji has a better chance of injury unweaving a dysha than hishtins do of interfering.

The following is an example of a Caji character attempting his First Weave of Suspension Orb:

## Too Hard to Learn

| Moon | Character's Moon Dysha Rank | | Rank | | Rank to Roll Against |
|---|---|---|---|---|---|
| Ebba | 15 | - | 12 | = | 3 |
| Tra | 10 | - | 9 | = | 1 |
| Desti | 6 | - | 4 | = | 2 |

In this case, the Caji's greatest weakness is his Tra Moon Skill. Although it is higher than his Desti, after subtracting away the Dysha's Rank penalties, he is left having to roll a 1 on a D20 to succeed with Tra. Such a character should wait before attempting this dysha. It it likely that he will have to make as many as 36 rolls before succeeding in all three Moon Skills. Since Suspension Orb has a Difficulty of Hard, that would come to 108 Color Points spent, and 450 Isho Points (which the character probably doesn't have and couldn't get, even by using Caji Entropy). It is not reccomended that Caji characters attempt dyshas where multiple rolls less than 5 are required for success.

## Initial Rank With A New Dysha

| Total of Rolls Made to Challenge the Dysha | | | Initial Rank Bonus |
|---|---|---|---|
| 1 | - | 5 | +3 |
| 6 | - | 10 | +2 |
| 11 | - | 15 | +1 |
| 16 | - | up | +0 |

**Success**

If successful rolls are made against each Moon Skill, then the dysha is learned at the Familiar level. The total number of rolls made against Moon Skills determines any bonus to the new dysha's Rank. If a bonus was earned, check to see if the new Rank raises the dysha to Experienced Level.


## Initial Rank With A New Dysha

| Total of Rolls Made to Challenge the Dysha | | | Initial Rank Bonus |
|---|---|---|---|
| 1 | - | 5 | +3 |
| 6 | - | 10 | +2 |
| 11 | - | 15 | +1 |
| 16 | - | up | +0 |


**Failure**

If the player gives up or runs out of Isho Points or Color Points, then all progress made is lost and the next attempt starts over from scratch. Stockpiling a ridiculous number of crystals and gaining more Color Points than might seem reasonable has earned many a Caji the moniker "crystal hound."

### Max Isho Increase

It is possible for characters to raise their Max Isho every month. For maximum effect, they must make their attempt on one day only, during a one hour period. The date varies from stranger to stranger, but for characters who hang together in a group, the common date for their maximum effect is that of the person with the highest Max Isho. A successful roll on Moon Prediction by someone with a bag of crystal dust guarantees an accurate prediction. During this hour they must remain undisturbed as they let their Isho ebb and flow with the Sho-sen, or Isho-wind. A character must also be at maximum Isho and the player must make a successful roll against his Isho Characteristic, with bonuses given for the Isho Geography, and for the local Isho Weather.

If the roll succeeds, the character gains 2D6 permanent points of Max Isho. If the character failed on the Moon Prediction roll, and attempted the increase on the wrong day or at the wrong time but succeeded on the Isho Characteristic roll, the increase in Maximum Isho is 2D6 minus 2D6. If this amount is less than or equal to 0, then no improvement has taken place.

Procedure to Increase Max Isho

1. Character's Isho must already be at Max Isho on the day of the attempt or no increase is possible.
2. A successful roll against Isho Characteristic must be made. Bonuses or penalties may apply.
3. If the attempt is made at the correct time on the correct day of the month (a successful roll against Moon Prediction is required for this), then the permanent Max Isho increase is 2D6.
4. If the time of the attempt is wrong, but steps 1 and 2 were made successfully, then Max Isho permanently increases by D6-D6 points. If this is 0 or less, then there has been no increase.

## Moon Skill Increases

Moon skills go up as character's learn dyshas. For every new dysha learned, the player can add 1 Rank point to any of his Moon Skills.

Moon skills also increase like other skills. They can be a focus, or miscellaneous Attainment Points can improve them. Moon skills are considered "Hard" to increase, so, they cost 15 Attainment Points per roll against Color Characteristic.

### Dysha Listings

| | Isho | Range | Diff | requires |
|---|---|---|---|---|
| **Shal** | | | | |
| Faint | 20 | 20 | E | Shal 8, Tra 2 |
| Calm Animal | 10 | 20 | E | Shal 5, Tra 1 |
| Blinding | 5 | 20 | M | Shal 8, Launtra 6, Desti 3 |
| Scramble | 50 | 10 | H | Shal 14, Desti 4 |
| Body Freeze | 5 | 10 | H | Shal 16, Desti 10 |
| Brain Blast | 5 | 10 | H | Shal 16, Desti 10 |
| Craze | 5 | 10 | VH | Shal 16, Desti 4, Tra 4 |
| Drain | 40 | 20 | VH | Shal 18, Tra 8, Desti 4, Du 3 |
| **Ebba** | | | | |
| Push | 3 | 10 | E | Ebba 3 |
| Ping | 3 | 10 | H | Ebba 7 |
| Power Orb | 5 | 10 | M | Ebba 5 |
| Tumble | 10 | na | E | Ebba 6, Luntra 3, Tra 1 |
| Levitate | 20 | na | M | Ebba 8, Tra 3 |
| Power Hold | 3 | 10 | M | Ebba 10, Gobey 3 |
| Suspension Orb | 25 | 5 | H | Ebba 12, Gobey 9, Tra 4 |
| Spinner | 50 | 5 | VH | Ebba 15, Gobey 9, Tra 2, Du 1 |
| Constrictor | 75 | 10 | VH | Ebba 15, Gobey 12 |
| **Du** | | | | |
| Orb of Light | 1 | 40 | E | Du 1 |
| Fingers | 10 | 40 | E | Du 3, Ebba 1 |
| Quantum | 15 | 20 | M | Du 7 |
| Cast Energy | 10 | 20 | H | Du 10, Desti 4 |
| Crater | 30 | 10 | VH | Du 15, Desti 8 |

### Dysha Listings

| | Isho | Range | Diff | requires |
|---|---|---|---|---|
| **Gobey** | | | | |
| Shield | 5 | na | E | Gobey 5, Launtra 4, Tra 1 |
| Bubble | 20 | 10 | M | Gobey 12, Ebba 2 , Tra 1 |
| Body Shield | 30 | na | M | Gobey 12, Launtra 6, Tra 2 |
| Wall | 60 | 10 | H | Gobey 14, Ebba 8, Tra 1 |
| Shield Shatter | 20 | 20 | H | Gobey 14 |
| Cage | 40 | 10 | VH | Gobey 12, Desti 8, Ebba 6, Tra 1 |
| Shield Implosion | 50 | 10 | VH | Gobey 12, Ebba 10, Desti 2 |
| **Desti** | | | | |
| Lightning Blast | 10 | 40 | E | Desti 3 |
| Stiff | 15 | 40 | E | Desti 7, Shal 2 |
| Frost Bolt | 20 | 20 | M | Desti 10, Du 4, Gobey 2 |
| Lightning Strike | 40 | 20 | H | Desti 14, Ebba 10, Shal 4 |
| Penetration Bolt | 50 | 10 | VH | Desti 16, Tra 10 |
| **Launtra** | | | | |
| Fire Touch | 5 | na | E | Du 5, Launtra 5 |
| Healer | 10 | na | M | Launtra 5, Shal 3, Desti 1, Tra 1 |
| Night Eyes | 1 | na | M | Launtra 8, Tra 2 |
| Faint Touch | 1 | na | M | Shal 8, Launtra 4, Tra 2 |
| Spider Grip | 10 | na | M | Launtra 12, Ebba 6, Gobey 3 |
| Bell | 5 | 20 | M | Shal 10, Ebba 6, Desti 1 |
| Spectral Stun | 5 | 10 | VH | Du 10, Launtra 8 |
| **Tra** | | | | |
| Deflector | 1 | na | E | Tra 4 |
| Inner Ear | 10 | na | M | Tra 6, Launtra 4 |
| Inner Eye | 20 | na | H | Tra 8, Launtra 6 |
| Reflect | 50 | na | H | Tra 10 |
| Create Warp | 100 | 5 | VH | Tra 16 |

*Against the backdrop of a sea-bound SkyRealm, a lone boccord warrior savors the clean, ancient lines of a recent acquisition — a shanthic blade. He also counts amongst his loot a Thalierian helmet, a thike, and a battle-skirt of grunder.*

# *Chapter 4*
# Combat

***Combat represents some of the most concentrated action and crucial decision making in the Jorune gaming system. Tactical decisions must be made rapidly and effectively, and the outcome of these decisions can have an enormous impact on the future of a player character.***

# COMBAT

The simulation of combat is broken down into small intervals of game time called "rounds." A round is a period in which players attempt individual attacks or defense maneuvers, such as sword swings and parries. Actions like walking, talking, climbing, and running continue from round to round, but actions like swinging a sword, ducking, jumping, or blocking always happen within a round. One combat round represents about two seconds of game time, but rounds take longer to be completed by the players and the referee.

For players, the combat round consists of a series of decisions and die rolls. The success or failure of a specific maneuver is determined by the die rolls, but winning or losing in combat usually has more to do with the decisions of the player, and the type of strategies he chooses (and, of course, his opponent!).

The Sholari mades the decisions for any NPC's involved in the fray. For the purposes of this chapter, we will make no distinction between player and non-player participants. All rules apply to both.

***For your convenince, we have listed most of the charts and tables for Combat on the last three pages of this chapter, Any Combat charts or tables not shown in the body of the text can be found on Pages 113-115.***

There are three stages to each combat round:

(1) The players roll for the initiative, or advantage.

(2) The players roll for success on their attack and defense tactics.

(3) If a combatant is hit, the players determine how badly he is injured.

The first roll uses a D20, and is called the "advantage" roll. It represents tactical position: things like a combatant's footing, whether he is in a good position to make a sword swing, or whether he is off balance. The higher your roll, the better your position.

Depending on a player's advantage roll, he may be able to attack or defend. The attack and defense rolls are the second stage in a round. There are several types of attacks and defensive tactics available to each combatant. Each tactic will have a different probability to succeed, and success is determined also by a D20 roll.

Finally, if a player succeeds in an attack, and the defender fails in his defense, then the defender may be injured or wounded. If the defender is wearing armor, then a 2D6 roll is made to determine whether the armor will stop the blow. In any case, armor may reduce the level of injury. The extent of injury is determined by a 2D6 roll, and takes into account the type of weapon, the strength of the attacker, and the size of the defender.

There are many possibilities for injury, all of which are unpleasant to talk about. This system attempts to describe and take into account the effects of injury without being too graphic. An injury can occur to a general region of the body, such as an arm or leg, and the severity of the injury is also indicated. We do not however, attempt to describe how it looks or how it feels. Use your imagination. And use good sense in avoiding injury so your character may live happily on Jorune for many years.

# ADVANTAGE

When two characters move into weapon range of each other, they may engage in hand-to-hand combat. For two players engaged in hand-to-hand combat, play proceeds as follows:

Both players make their advantage roll. If both players roll the same on a D20, then roll a D6 to break the tie. Depending on their advantage rolls, each player may have several options available.

Depending on the advantage rolls, several situations are possible. If both players roll 10 or less, then neither one may attack. The round counts as rest for both combatants, and both players immediately re-roll their advantage. This happens a quarter of the time. The typical situation is that at least one player is able to attack.

## USING ADVANTAGE ROLLS

| Advantage Rolls for Melee Combat: D20 each round | |
|---|---|
| 1 - 5 | No attack or defense possible |
| 6 - 10 | Defensive tactics, such as a dodge or a block are possible. Player cannot attack. |
| 11 - 15 | Player may either defend or use an attack such as sword swing or lunge. |
| 16 - 19 | Player may attack and defend in the same round. |
| 20 | Player may attack and defend in the same round with a special bonus; all attack and defense rolls become 5 points easier. |
| Characters may always evade | |
| Characters may attack with a non-attack Advantage, but suffer a penalty of -10 to all actions performed in the round | |
| Penalties to Advantage for Injury are: 1 for a Superficial, 2 for a Minor, 4 for a Major | |

After all Advantage rolls have been made, each player and non-player character (spoken for by the *Sholari*) commit to their actions for the round. Proceed from lowest to highest Advantage, then play out the actions from highest Advantage to lowest.

A commitment need not be more explicit than "I'm attacking," "I'm defending," or "I'm evading."

With an Advantage roll 1 through 5 (or less), a character may not attack or make any special defense other than an evade. An Advantage of 6 through 10 limits a character to defensive tactics, such as blocks and evades. Rolls of 11 through 15 allow the previous options and a single attack. Advantage rolls of 16 through 20 allow an attack and a defense in the same round.

An Advantage roll of 20 is special; it gives the character a bonus of 5 Ranks to any combat related action performed during the round.

> As an example, if a human and crugar were locked in a mortal struggle and had advantage rolls of 17 and 13, respectively, the crugar would be forced to commit first, followed by the human. Although he has committed second, the human's actions take place first. Given these Advantage rolls, the crugar would probably commit to defending because the human will be able to attack and defend. If the crugar committed to an attack, the human would probably follow suit. The drawback to this strategy is that if he (the human) is hit or injured first, he may lose the opportunity to attack.

Occasionally the player with the high advantage may choose not to attack. This may happen when both he and his opponent have advantage rolls between 11 and 15, and his opponent has chosen to attack, regardless of the first player's strategy. The player with

the high Advantage must then decide whether he should attack his opponent first, or wait and defend against his opponent's attack. A player with an advantage of 16 or greater will nearly always choose to attack, since he can also defend later in the same round.

### ADVANTAGE MODIFIERS

Some players, because of high skill Levels or injury, will have bonuses and penalties to their advantage roll. Each weapon has its own Advantage modifier. Also, some physical circumstances, such as having surprised an opponent, or having fallen, have associated bonuses and penalties. After taking bonuses into account, an advantage of greater than 20 should count as a 20 on the table. A natural roll of 20 on the die always counts as a 20, regardless of penalties.

Bonuses and penalties are sometimes referred to as "plus" and "minus" to advantage. For instance, a bonus of 1 to the advantage roll might be written "+1 to advantage," or a penalty of 2 could be written "-2 to advantage."

Hand-to-hand combat is very different from swinging at a stationary target like a tree. Swinging at something that doesn't move, you would hit almost every time. In combat, though, it is always assumed that your opponent is doing his best not to be hit - even if he is at a severe disadvantage or has fallen down. That is why attackers must still roll to hit, even when defenders make no special defense, like an dodge-block or an evade.

Since advantage rolls always come first, and determine what options a player has, they are often the most important rolls in combat. As such, even a small bonus or penalty to advantage can have an enormous effect on the outcome of a combat.

## ATTACK AND DEFENSE

Your base chance to succeed in an attack is determined by your Rank with the weapon you are using. If, for instance, you are Familiar with the sword at Rank 10, a roll of 1 through 10 would be a "good" attack. If an attack is good, that is, your roll is successful, then you will hit your opponent unless he succeeds in a Defense roll. If your does not or can not defend, then a good attack always hits. This does not guarantee injuring an opponent, as armor must still be taken into account.

Similarly, your base chance to defend is also determined by your Rank, the weapon you are using, plus a modifier for the individual type of weapon. For instance, if you are using an axe at Rank 13 (experienced), you would need a 1 through 9 or less to successfully defend because an axe is -4 to defense. A weapon that is good for blocking or parrying blows, such as a sword, is better for defense. Note that the defense roll depends on the weapon the defender is using, not on the attacker's weapon.

Regardless of penalties to the roll to hit, a 1 always counts as a successful attack or a successful defense.

## WHERE YOU HIT

| Roll for Opportunistic Hit Location | | | |
|---|---|---|---|
| D20 Roll | | | Location |
| 1 | - | 10 | Body |
| | | 11 | Left Leg |
| | | 12 | Right Leg |
| 13 | - | 14 | Other Arm |
| 15 | - | 18 | Weapon Arm |
| 19 | - | 20 | Head |

| Advantage Modifiers for Melee Combat | |
|---|---|
| Defender is slightly surprised | +5 to Attacker's Advantage |
| Defender is unprepared | +5 to Defender |
| Defender has fallen, is on ground | +5 to Attacker,-5 to Defender |
| Attacker is charging at full speed | +5 to Attacker |
| Defender is flanked | +5 to Attacker |
| Attacker is behind Defender | +10 to Attacker |
| Attacker is above Defender | +5 to Attacker |
| Combatants have poor footing | -1 to -10 to All |
| Combatants have poor mobility | -1 to -10 to All |
| Poor visibility | -1 to -10 to All |
| Poor visibility | -1 to -10 to All |

In the basic swing against an opponent it is assumed that an attacker will take any opportunity that presents itself. If the attack is successful, the attacking player should roll D20 to determine what location he hit. Use the following table:

Note: A strategy option allows you to roll for oportunistic location before rolling to hit. This allows a character to decide against certain opportunistic attacks (the head, for example).

### SPECIAL ATTACKS

An attacker may aim specifically for an arm, leg, or the head. He may also choose a more elaborate attack, such as a thrust, lunge, or overhead swing. All of these attacks are considered more difficult than the basic swing, so a penalty is associated with each. Add any penalty from the chart below to the attacker's Rank. When making specific attacks, do not roll for random location.

Note that many of these attacks are very difficult: a combatant might not be able to attempt these unless he is at a very high Rank, or has a bonus due to a high advantage roll.

An attack to a specific location may sometimes be a good strategy to use if you wish to stop an opponent without killing him; a blow to the arm may disarm an opponent and a blow to the leg may cause him to fall. Even a light blow to the head can sometimes cause unconsciousness. The effects of wounds are specified below, in the section on injury.

The thrust, lunge, and overhead swing are more difficult than a simple swing, but are powerful attacks that are more likely to penetrate armor and injure an opponent.

#### Thrust

The thrust is a forward stab with a sword, and is more likely to penetrate armor than a swing. Add 1 to your roll for armor penetration when you use a thrust. Keep in mind that for pole arms, such as a spear or pike, the thrust is the basic attack, and a swing will not accomplish much at all.

#### Lunge

A combatant puts his whole body into a lunge. If a combatant is

successful with this powerful attack, he can add 2 to his roll for armor penetration, and add 1 to his roll to injure an opponent. The lunge is an all-out attack that sacrifices defensive posture. A combatant may not defend in the same round with a lunge, and must subtract 5 from his advantage roll the following round.

### Overhead Swing

This is another powerful attack. Although it is not as likely to penetrate armor as is a lunge, it has the potential to do even more damage. If successful, add 1 to the roll to penetrate armor and add 2 to the roll to injure. As with the lunge, a combatant cannot defend in the same round, and must subtract 5 from his next advantage roll.

The following table summarizes the effects of the different attack types:

**Melee Combat**

1. Look up attacker's Rank with weapon
2. Decide upon an Regular Attack or a Special Attack
3. Add any modifiers due to Attack Type and/or Advantage
4. Roll for success on a D20 against modified Rank
5. If the attack roll is successful, defender may roll to evade or block

**Special Attacks and Locations**

| | Body | Head | Arm | Leg |
|---|---|---|---|---|
| Swing | 0 | 7 | 6 | 6 |
| Thrust | 3 | 10 | 12 | 8 |
| Lung | 6 | 12 | 11 | 15 |
| Overhead | 6 | 9 | 9 | 12 |

**Penetration & Injury Bonuses**

| Attack Type | Bonus to roll for Armor Penetration | Bonus on roll To Injure |
|---|---|---|
| Swing | 0 | 0 |
| Thrust | 1 | 0 |
| Lung | 2 | 1 |
| Overhead | 1 | 2 |

## DEFENSIVE TACTICS

The basic defense is referred to as a dodge-block. It is assumed that a combatant is always trying to keep from getting hit, but when he is able to use a dodge-block it means that he sees his opponent's attack and is able to make specific moves to avoid it, such as parrying a sword or ducking.

A combatant must be able to back up when being attacked. If he cannot or will not retreat 1 or 2 yards, then his opponent gets a bonus of 5 points on his roll to hit. This will affect combat when a combatant is cornered, or at the edge of a cliff.

### The Evade

First, the mechanics: Characters must make a successful roll against their Agility Characteristic in order to make a successful Evade. Characters fall on rolls of 1, 2, or 3 when attempting an Evade.

The evade is an all-out attempt to avoid getting hit. It is a very effective defense for that round, but an evade sacrifices tactical position: a combatant can never attack in the same round with an evade, and must subtract 5 from his advantage roll the following round. An evade often involves diving one direction or another, and may take a combatant out of combat range. If a combatant chooses to jump out of range on an evade, then it will take one extra round for the players to re-engage in combat. This may give a combatant time to stand up, or run away. Additionally, there is a chance that a combatant may fall on an evade.

## ARMOR PENETRATION

If a blow connects, and the defender is wearing armor, then the attacker rolls 2D6 to determine whether he penetrates armor.

- Roll 2D6.
- Add the attacker's Injury Bonus to this roll.
- Add any *special* modifier due to attack type.
- If the roll is greater than or equal to the number listed on the Armor Penetration table, the weapon has penetrated.

(Injury bonus equals character's Size and Strength Bonus)

Even when armor is penetrated, the armor may reduce the level of injury. Subtract 1 from the roll to injure when a defender is armored unless the armor is: Grunder, thailierian, DA, or E-rep. In those cases, subtract 2.

## WEARING ARMOR

Armor only protects where it is worn. For armor, we divide the body into the same locations as for the special attacks: the body, head, arms, and legs.

**Armor Penetration**

1. Roll 2D6.
2. Add Injur Bonus from front on Character Sheet.
3. Add any Special Attack Bonus
4. Weapon penetrates armor if roll is greater then or equal to the number below.

| | Sword<br>2-H-sword<br>Knife | Axe<br>B-Axe<br>Halberd | Club<br>Mace<br>Staff<br>Rock<br>Sling | Spear<br>Pike<br>M-Star<br>Thike<br>Teeth | Bow | Long-Bow<br>Cross-Bow | Fist<br>Kick |
|---|---|---|---|---|---|---|---|
| Leather | 7 | 6 | 6 | 7 | 6 | 5 | 8 |
| Mail | 8 | 7 | 6 | 7 | 6 | 5 | 9 |
| Carapace | 9 | 7 | 6 | 7 | 7 | 6 | 10 |
| Grunder | 9 | 8 | 7 | 8 | 8 | 6 | 9 |
| DA | 9 | 9 | 11 | 10 | 9 | 8 | 11 |
| Thail | 10 | 10 | 9 | 9 | 10 | 8 | 10 |

| Armor Advantage Penalty | |
|---|---|
| Armor Type | Advantage Penalty |
| Mail | -1 |
| Thallierian Armor | -2 |
| Locurian Grunder | -2 |
| Deflector Armor | +0 |
| Leather | +0 |

Body armor usually consists of protective padding or plates covering most of the body (from the shoulders to the mid-thigh). This armor can stop most attacks to the body, but does not affect attacks to the arms, legs, or head.

Most armor on Jorune has a very practical design, often consisting of overlapping pads designed to deflect blows but allow freedom of movement. Light armor of this variety will not seriously affect speed in combat, but heavy armor carries an Advantage penalty of 1

# INJURY AND WOUNDS

***Refer to the Injuryand Wound EffectsTable on Page 115.***

When a character is hit in combat, he may be injured or wounded. We classify injury according to body location and severity. For each area of the body, there are five levels of injury or wounds:

(1) Superficial wounds. These hurt and will slow down a combatant. Large bruises and bad cuts are examples of superficial wounds.

(2) Minor wounds. These wounds are serious enough to impair movement and really slow down combatants. Really deep cuts, severe tissue trauma, and minor broken bones are examples of minor wounds.

(3) Major wounds. These wounds can severely disable a combatant. Fractures, broken ribs, deep gashes, and puncture wounds are examples of major wounds.

(4) Critical wounds. A person with a critical wound is in critical condition, will be completely immobile, and will die without prompt medical attention. This could represent the crushing or near severence of a limb or deep penetration of the body cavity.

(5) Death/Sever This would indicate that the body or a limb has been completely destroyed or severed, with no chance of natural recovery. Examples in this category would be an arrow through the heart, or a severed arm.

## ROLL FOR INJURY

***Refer to the Injury Table on Page 115.***

When a blow connects in combat, the attacking player rolls 2D6 to determine the level of injury. The severity of injury will depend on the attackers weapon, and will be modified by the Injury bonus of the attacker and the Size Modifier of the defender. Bonuses can bring this roll above 12. If a penalty brings the roll below 2, then the attack had no effect.

- Roll 2D6
- Add attacker's Injury Bonus
- Add special attack bonus
- Subtract the defender's Size
- Subtract 1 or 2 points for armor as described in Armor Penetration
- Look up result on Injury Table by weapon

### Pulling a Swing

It is always possible to "pull" a swing to reduce potential injury. The attacker should tell the referee what is the maximum injury he will inflict: sup, minor, major. A roll of 12 will move even a pulled swing into the next highest category.

There are some situations where a player character could get in a lot of trouble for killing someone. In these situations it may be a good idea to pull one's swings.

### Falling Down

When a defender falls to the ground it may be difficult for him to get up. The defender will have an Advantage penalty of 5; the attacker will have an Advantage bonus of 5. Being on the ground means that a combatant is not fully standing, but if his advantage roll is high enough, he may still attempt some attack and defense maneuvers. Attacks such as lunges, swings to the head, and overhead swings are not possible from the ground. A swing to the leg or body, however, might be feasible.

If a combatant attempts to stand back up while being attacked, his opponent receives a bonus of 5 on the roll to hit. (This is the penalty for refusing to withdraw by 2 yards that was described above) While attempting to stand, no other measure may be attempted during the round. It is often better for a combatant to wait until his opponent rolls a low advantage that allows him to stand up without fear of being attacked. This will not happen very often though, because of his opponent's advantage bonus.

### Shock Value

***Refer to the Wound Effects Table on page 115.***

Wounds have a cumulative effect on a combatant. The Advantage penalties suffered from injury are subtracted from a character's Stamina. Double Advantage penalties when subtracting against Stamina. Double this Stamina penalty when the injury is due from bludgeon attacks such as clubs and fists. Thus, a bludgeon attack inflicts quadruple penalties to Stamina. (a Minor wound from a club would penalize Stamina by 8).

When a combatant's Stamina reaches zero, he will fall to the ground unless he can make a successful roll against Constitution. Once on the ground, he will not be able to rise again without rest or care. If the roll succeeds, the character stays on his feet, but will have to roll again for each injury sustained until his Stamina rises above 0 again.

If a combatant has lost stamina points equal to twice his Constitution, he dies from shock.

Creatures who have taken serious wounds will generally die if left alone. On the other hand, opponents who are out on the ground with major and critical wounds are not yet dead. It is usually a simple matter to walk over and kill them if you really want to. This is not an attack. It is an execution.

### The Force of Blows

Even if a blow does not penetrate armor, the force of a blow may knock a combatant off balance. Roll for injury even if there is no penetration. Taking into account all modifiers, including those for armor.

If the defender *would* have suffered a minor wound, then any attack he had in progess during the round is halted, and he will be -5 to advantage next round. If the defender *would* have suffered a major wound, then the defender falls, and any attack in progress

is halted. What would have been a major to the arm forces the defender to drop whatever was carried in that hand.

In no case is the character actually *injured* by these rolls.

**Example I**

**A town was burning on the Temantro border, and crugar raiders were scouring the countryside...**

**Healfdene was wounded — not badly, but it was slowing him down on his left side, and the crugar was taking advantage of that. His dead mare lay nearby in the dust. Two crugar traded their lives for that mount, he thought. The third was now facing him — a single-minded devotee to crugar vengeance. They were circling slowly — Healfdene knew what he was up against; while he was losing blood, the crugar bided his time for the attack...**

A tough situation for Healfdene, but typical of hand-to-hand combat on Jorune. We're jumping into the middle of a combat situation here. Healfdene has vanquished two crugar opponents, but has taken a minor wound to the body in the process. He now faces the third. Healfdene is a veteran — a boccord at combat Rank 16 with his sword. His opponent is a crugar — brave and agile, but less experienced than Healfdene: only Rank 11 with his weapon, but with a natural +1 to Advantage because of his Agility. The crugar is also using a sword but is unarmored. Healfdene is wearing leathers.

ROUND 1

Both combatants roll advantage. Healfdene has a bonus of 5 because he is Seasoned with this weapon, but the minor wound gives him a penalty of 2, giving him a net Advantage bonus of +3. The crugar has an advantage bonus of 1 for his Agility. The player for Healfdene rolls a 12, which adjusts up to a 15. The referee rolls a 5, adjusted up to 6, for the crugar.

Healfdene's Advantage allows him to go in for the attack. He chooses a straight swing to the body. He is Rank 16 with the sword. He needs to roll a 1 through 16 on a D20 to succeed with his attack. He rolls 14, a good swing. The crugar's advantage roll allows him to roll for defense; he is also using a sword, and needs an 10 to succeed (swords offer no special defense bonus). The crugar rolls a 7, parrying the blow.

ROUND 2

Healfdene's advantage roll is 6 (adjusted up to 9). The crugar's advantage roll is 8, adjusted up to 9. Neither can attack this round — they continue to circle.

ROUND 3

For advantage, Healfdene rolls a 6 (adjusted up to a 9). The crugar's advantage roll is 19. With a bonus of 1, this moves up to 20 — the crugar will have a bonus of 5 on his roll to hit. The crugar is outsized, and will need a powerful attack to stop Healfdene: he chooses an overhead swing to the body. This strategy gives him a penalty of 6. The crugar's basic to hit is a an 11: with a bonus of 5, and a penalty of 6, he needs a 12 to hit. The crugar's roll is a 11, a good swing. Healfdene can defend: his basic for defense is a 16, he rolls a 10, blocking the swing.

ROUND 4

Healfdene's advantage roll is a 12 (adjusted up to 15), good for attack. The crugar's roll is a 7. The crugar has a bonus of 1, but because of his overhead swing last round, a penalty of 5: this brings his advantage down to 3 — he cannot make a special defense against Healfdene's attack (and doesn't want to risk an Evade). Healfdene goes for another swing to body. He needs a 16 and rolls a 9, a good connect! The crugar is unarmored. Healfdene rolls for injury with 2D6: he rolls a 5, but adds 1 because of his size; this inflicts a minor wound to the body for the crugar, who is approximately human-sized. The crugar now has a penalty of 2 to his advantage. He will have an additional penalty of 5 to his advantage next round due to the force of the blow.

ROUND 5

The crugar's advantage penalties add up to 7 for this round, but he rolls a 20, which counts as a 20 in any case. This gives him a bonus of 5 to attack. Healfdene's advantage roll is a 14, good for attack, but he thinks it's a better idea to defend against the crugar's onslaught this round.

The crugar's attack is a lunge to the body. This has a penalty of 6. His advantage at 20 gives him a bonus of 5, so he needs a 10 to hit. He rolls a 7, a good attack. Healfdene attempts to parry the lunge. He needs a 16, but rolls a 19; the crugar connects! Healfdene is wearing leather armor, so a roll must now be made to determine armor penetration. The crugar's lunge gives him a bonus of 2 on this roll, so he needs only a 5 to penetrate. The crugar's roll is an 8, penetrating the armor. Now a roll is made to determine injury. The crugar's roll is a 6; he adds 1 for the lunge, but subtracts 1 for Healfdene's size, and 1 for the armor. A five is only a superficial wound — this won't stop Healfdene.

ROUND 6

Healfdene's advantage roll is an 11 (modified to a 14). The superficial brings this down to a 13 — still an attack advantage. The crugar's roll is 13, but he has a penalty of 2 for the minor wound, and a penalty of 5 because of his lunge last round, bringing it down to a 6.

Healfdene takes another swing. He needs a 16, and rolls an 11 for a good attack. The crugar tries to block; he needs an 11 for success, but his roll is a 15. Healfdene's blow connects. Healfdene rolls an 8 for injury. Adding 1 because of his size, this becomes a 9 — a major wound for the crugar. The crugar falls to the ground.

**Badly wounded, the crugar doesn't try to get up. Having seen enough carnage for one day, and still bleeding heavily himself, Healfdene walks towards his dead mare...**

# RANGE COMBAT

***Refer to the Range Combat Table on Page 114.***

Range combat is not unlike hand-to-hand combat. The Advantage system remains unchanged, but with a few additions. The roll to hit depends upon the distance to the target, whether it is moving, and the attacker's Rank with the range weapon.

## TYPES OF RANGE ATTACKS

There are two different types of range attacks: thrown and launched. Thrown weapons are like spears, knives and rocks. Launched weapons include bows, orbs and bolts, and energy weapons.

Range combat is a little different from hand-to-hand combat. Here are the basic changes:

(1) The minimum advantage needed to attack in range combat is a 6.

(2) The numbers needed "to hit" on a D20 is the sum of the character's Rank with the weapon and the Range Combat penalty. See Page 114.

(5) There are different penalties for aiming at the various body locations. see Page 114.

| Advantage Rolls for Range Combat D20 each round | |
|---|---|
| 1 - 5 | An attack or defend is possible at -10 penalty to skill Rank. Evades are possible. |
| 6 - 19 | Player may launch an attack. |
| 20 | Player may launch an attack or attempt a defensive measure. Special bonus of 5 to all attacks and defenses |

### ADVANTAGE IN RANGE COMBAT

Unlike the requirement in hand-to-hand combat, characters need only a 6 or higher to attack with a range weapon. Advantages lower than 6 indicate poor alignment with a target. As before, the bonus of 5 still exists for characters who manage a 20 advantage, and a "natural" roll of 20 is treated as a 20, even if there are penalties to advantage. The following table displays a combatant's options based upon an advantage roll.

### THE RANGE EVADE

To Evade against most range weapons, roll against your Agility with a penalty of 5. Energy weapons are harder to evade; assign a -10 penalty instead. Like normal evades, a roll of 1, 2, or 3 on the D20 roll to evade results in the player falling.

### ROLL TO HIT

*Refer to the Ranged Weapon Modifiers Table on Page 114.*

To hit with a range weapon, add to range weapon's Rank the modifier found on the Range Combat chart. To find the modifier, look up the range of the attack (in yards), the weapon being used, and the movement of the target. All targets are considered to be: Stationary, Moving, or Running. There are modifiers listed for each of these three. The *sholari* may apply additional modifiers to this roll if a target is moving particularly fast.

#### Body Locations

Players can target specific locations on a target, or can take a general shot. Penalties for specific locations are listed for each non-intelligent race. To find the modifier for intelligent races, add the target's Size Modifier to one of the numbers below. Non-intelligent races contain their own listings.

### ROLL TO INJURE FOR RANGE WEAPONS

*Refer to the InjuryTable on Page 114.*

Injury rolls are made in the same fashion for range weapons as for melee weapons except that the attacker's Injury bonus is not added when the attacker's weapon is an energy weapon or a dysha.

### AIMING

Characters can increase their chance of hitting by spending time aiming. The details of this process are covered in the description of the Aim Characteristic found in Chapter 2.

### DYSHAS IN COMBAT

All orbs and bolt are considered range attacks. Caji characters who have learned a dysha do not have to roll for success at weaving. Only the roll to hit in range combat is required.

## MOVEMENT IN COMBAT

Hereto we have discussed only the simple situation where two combatants are facing each other with weapons of roughly equal length. Situations where combatants are not facing each other, or are using weapons of different length, become more complex. We introduce three new concepts into our system.

(1) Range in hand-to-hand combat

(2) Unusual Maneuvers (climbing, swinging, etc.)

(3) Pursuit

### THE THREE RANGES IN HAND-TO-HAND COMBAT

The system considers there to be three approximate ranges in combat. (1) close in, for fists, knives, etc. This assumes less than 2 yards of separation between combatants. (2) sword range assumes a separation of about 2 yards between combatants. This is the most typical separation. Swords, axes, and clubs are usually used at this range. (3) pole arm range assumes a separation of 3 to 5 yards between combatants. Pikes and halberds are pole arms.

A combatant can only use a weapon if he is at the proper range to use it. For instance, a person with a knife could not attack an opponent armed with a sword unless he could somehow get past the sword. Similarly, if a combatant with a knife is close in on an opponent with a sword, the sword won't be of much use for attack or defense.

Shorter weapons can be used for defense even if out of range. For instance, a sword could be helpful in parrying a pike.

It is generally difficult to attack an opponent that has a reach advantage. For instance, a combatant with a sword versus an opponent with a pike. The combatant with a reach advantage will want to stay back where he can use his weapon but not be attacked.

#### The Advance and Withdraw Maneuvers

Trying to move in on opponents that have a reach advantage is considered an attack in itself, and is called the "advance." The advance is treated as any other attack, but involves no roll to injure. Moving towards opponents with a reach advantage without using an advance opens one's self to attack. In this case the combatant with the reach advantage would receive a bonus of 5 to his advantage roll and his roll to hit, and his opponent would get no defense roll, except a roll with Defend Without Weapon. If a combatant is successful in an "Advance," then he will be at a range where he can use his weapon but his opponent cannot. For instance, if a person with a knife could advance against an opponent with a pike, the opponent would not be able to use the pike. He could, of course, drop the pike and draw a knife (this would take one round), or he could attempt a defense maneuver to pull back from his opponent. The defense against the advance is called the "Withdraw" and can only be used when the defender has a place to back up to. (This requires a minimum advantage of 6). A withdraw can be attempted instead of a standard defense every round that a combatant is engaged. It is easier to advance on an opponent who cannot back up. As with standard defense, an opponent who cannot or will not back up a couple of yards gives the attacker a bonus of 5 on his roll for success.

The "Withdraw" is also the defense against the flank, and can be executed any time during or after the flanking maneuver.

### UNUSUAL MANEUVERS

Situations may arise when a player wants to attempt things like jumping, climbing, swinging on a rope, etc. while in combat. You may not attack while involved in such things, and you may not use any defensive maneuvers. Anything that is reasonable for people to do may be attempted during combat, and it may take good judgement on the part of the referee to manage such situations.

### TWO OR MORE COMBATANTS VS. ONE

A combatant that is being attacked by two opponents is in a tight spot. He will want to attack both opponents, but may have to defend against both opponents attacks. Often he will have to choose which opponent's attack to defend against. The roll for advantage has a slightly different interpretation for combatants

being attacked by two or more opponents. The single defenders options will be:

| Two or more Combatants versus One | | | |
|---|---|---|---|
| 1 | - | 5 | No attack or defense |
| 6 | - | 10 | One attack or one defense |
| 11 | - | 15 | One attack or two defends possible |
| 16 | - | 19 | Two attacks, one attack and one defend, or two defends are possible |
| 20 | | | Same as above, but with bonus of 5 on all rolls for success. Special bonus of 5 to all attacks and defenses. |

### MANAGING COMBATS WITH SEVERAL COMBATANTS

It may be important to keep track of where everyone is during a large combat, so you might want to lay out a scene using some sort of tokens, such as miniatures. Combatants that are within weapon range of each other and have approximately the right facing can attack each other, with the attacks taking place in the order of advantage roll, from highest to lowest. Defenses against attacks, where possible, take place immediately after the attacker's roll.

## SOME ADVICE

It should be emphasized that combat is often an interpersonal conflict, and while there will usually be a winner and a loser, most combats will not end in death. A severe and painful wound, or simply the realization that one has no chance of winning, is usually enough to stop most people. There are exceptions to this in wartime and in fights against non-intelligent life. Keep in mind, though, that in Burdoth, at least, a fight, even with deadly weapons, is one thing, but several murder raps is quite another. Jorune is not an entirely civilized place, but some governments try to impose law and order in their territories, and one who participates in criminal activities will be treated as a criminal. This can be bad for citizenship.

### LAW AND ORDER

As a piece of advice for those who plan on streetfighting on Jorune: If you get in a fight with someone, it might be a good idea to let him get away walking (or at least crawling) if there are any witnesses. The chance that he'll come back after you is usually slight — you'll have a lot more to fear from his friends and family (if he has any) if you kill him. Plus, even in the most barbaric regions of Jorune (such as the Temantro border), if you kill a man, you may be, at the very least, responsible for disposing of the body, something you probably would rather not do. If the town has any law & order, or if he has any friends, things get even more difficult. In a major city, you'd be lucky not to hang for murder, if your victim was of any importance or social standing.

### MORALE

Morale in combat is very important, especially for non-player characters. Very few people (or animals) fight to the death, and when someone is hurt in combat, or even just seems to be losing, he may try to get away if he can. For instance, a simple street ruffian is usually not interested in a fair fight, and will often run away if you hit him pretty hard — even if the injury is only superficial. It's the same with a dog in the street — a good kick will send him running. An exception to this is when an opponent is cornered and can't escape, or is backed up by several friends — as with gangs of ruffians or packs of dogs. Such situations can become very dangerous for all those involved.

A rough measure of morale could be how much an opponent is willing to suffer before he runs or surrenders. While cowards and street scum may bolt in the face of a decent blow, a willing opponent in a barfight might be willing to put up with superficial wounds, as long as they're not permanent. Veterans may be able to deal with major wounds if they can still fight, but in general, a major wound will take anybody out of action. If given the choice, only a berserker would continue to fight against superior odds when he is seriously wounded. It's kind of like asking to be killed.

You make all the decisions for your player characters on Jorune. But remember, if you can't win, don't make things worse by being killed. If better alternatives are available, take them.

## INCIDENTAL INJURY

Other than nasty weapons like swords and knives, there are still plenty of ways to get hurt on Jorune, like thombo kicks, falling, or having things fall on you. Other strange things may happen; add your own lines to the table.

### FALLING

When characters fall more than 2 yards, roll 2D6 on the injury table. Add one point to the die roll for every additional 1 yard.

### HAVING THINGS FALL ON YOU

We assume a dense (like a rock or an anvil) 10 pound object being dropped one yard on someone. For each additional 10 pounds, or 1 yard, increase the roll by 1.

### THOMBO KICK

Mean mothers. Can happen any time.

## HEALING

In the section on injury in combat we discussed the immediate effects of wounds on hand-to-hand combat. If a combatant is injured and lives through the combat, he will generally require some medical attention. With proper attention, wounds can heal relatively quickly. Healing is helped by the high ambient energy (Sho-Codal) on Jorune. Even on Jorune, though, an unattended wound will worsen and can lead to death.

Superficial wounds will need to be cleaned and bandaged to avoid complications such as infection. This can usually be done by the wounded individual if he has the proper supplies. After the wound has been treated and the wounded individual has rested, his Stamina will be back to normal and he will no longer suffer any advantage penalty in combat.

Minor wounds will require more attention. Stitches and more elaborate wrapping and bandaging may be necessary. Often, only individuals with proper training can treat minor wounds. A minor wound that is left untreated will worsen, and become a major wound within a week (or less, if the person is active).

Major wounds often involve fractures and possibly internal injury. Some surgical skills will be needed to treat major wounds. With no treatment, a major wound can degenerate into a critical wound within a week.

Critical wounds require expert attention or the injured will die within minutes or hours.

Treat severs as critical to body. Strangely enough, there are ways on Jorune of getting an arm or leg to grow back. A green crystal can induce such growth. A year of rest and physical therapy may be required.

After appropriate attention, and rest, the advantage penalty from wounds will cut in half

Through normal healing, all characters regain 1 point of Stamina each week. An extra D3 points are regained if a successful roll against Constitution can be made. Wounds heal simultaneously, so if a player has two wounds, he should roll twice each week, once for each wound. A wound is completely healed when all Stamina points have been recovered. After a wound is completely healed, the advantage penalty goes away.

If nothing but bed-rest is attempted, characters gain an automatic 1 Stamina point of healing on each of their wounds.

There are several Jorune items that greatly accelerate normal healing. They are described for the Sholari in the Sholari Guide. Two examples of these are crystals and limilates.

| Advantage Rolls for Melee Combat: D20 each round | |
|---|---|
| 1 - 5 | No attack or defense possible |
| 6 - 10 | Defensive tactics, such as a dodge or a block are possible. Player cannot attack. |
| 11 - 15 | Player may either defend or use an attack such as sword swing or lunge. |
| 16 - 19 | Player may attack and defend in the same round. |
| 20 | Player may attack and defend in the same round with a special bonus; all attack and defense rolls become 5 points easier. |

Characters may always evade

Characters may attack with a non-attack Advantage, but suffer a penalty of -10 to all actions performed in the round

Penalties to Advantage for Injury are: 1 for a Superficial, 2 for a Minor, 4 for a Major

## Melee Combat

1. Look up attacker's Rank with weapon
2. Decide upon an Regular Attack or a Special Attack
3. Add any modifiers due to Attack Type and/or Advantage
4. Roll for success on a D20 against modified Rank
5. If the attack roll is successful, defender may roll to evade or block

**Special Attacks and Locations**

| | Body | Head | Arm | Leg |
|---|---|---|---|---|
| Swing | 0 | 7 | 6 | 6 |
| Thrust | 3 | 10 | 12 | 8 |
| Lung | 6 | 12 | 11 | 15 |
| Overhead | 6 | 9 | 9 | 12 |

**Penetration & Injury Bonuses**

| Attack Type | Bonus to roll for Armor Penetration | Bonus on roll To Injure |
|---|---|---|
| Swing | 0 | 0 |
| Thrust | 1 | 0 |
| Lung | 2 | 1 |
| Overhead | 1 | 2 |

| Roll for Opportunistic Hit Location | | | |
|---|---|---|---|
| D20 Roll | | | Location |
| 1 | - | 10 | Body |
| | | 11 | Left Leg |
| | | 12 | Right Leg |
| 13 | - | 14 | Other Arm |
| 15 | - | 18 | Weapon Arm |
| 19 | - | 20 | Head |

## Melee Weapon

| Melee weapon | Bonus for Advantage | Bonus for Defense |
|---|---|---|
| Def w/o weapon | +0 | +0 |
| Advance | +0 | +0 |
| Withdraw | +0 | +0 |
| Fist | +0 | +0 |
| Kick | +0 | +0 |
| Sword | +0 | +0 |
| Knife | +2 | * |
| Staff | +2 | +0 |
| Mace | +0 | -2 |
| Thikes | +2 | * |
| Club | -2 | -2 |
| Axe | -2 | -4 |
| Spear | +0 | -1 |
| Pike | -1 | +0 |
| Halberd | -2 | -1 |
| 2-hand Sword | -1 | -1 |
| Battleaxe | -4 | -4 |
| Morning-star | +0 | -4 |
| Entangle | +0 | +0 |
| Tackle | +0 | +0 |
| Def w/shield | +0 | +3 |

(* use Defend with no weapon for these skills)

## Armor Advantage Penalty

| Armor Type | Advantage Penalty |
|---|---|
| Mail | -1 |
| Thailierian Armor | -2 |
| Locurian Grunder | -2 |
| Deflector Armor | +0 |
| Leather | +0 |

## Armor Penetration

1. Roll 2D6.
2. Add Injure Bonus from front on Character Sheet.
3. Add any Special Attack Bonus
4. Weapon penetrates armor if roll is greater then or equal to the number below.

| | Sword 2-H-sword Knife | Axe B-Axe Halberd | Club Mace Staff Rock Sling | Spear Pike M-Star Thike Teeth | Bow | Long-Bow Cross-Bow | Fist Kick |
|---|---|---|---|---|---|---|---|
| Leather | 7 | 6 | 6 | 7 | 6 | 5 | 8 |
| Mail | 8 | 7 | 6 | 7 | 6 | 5 | 9 |
| Carapace | 9 | 7 | 6 | 7 | 7 | 6 | 10 |
| Grunder | 9 | 8 | 7 | 8 | 8 | 6 | 9 |
| DA | 9 | 9 | 11 | 10 | 9 | 8 | 11 |
| Thail | 10 | 10 | 9 | 9 | 10 | 8 | 10 |

## Range Weapons & Energy Weapons

| | Bow | Long Bow | Cross Bow | Rock | Sling | Blaster | Laser | Field Ram |
|---|---|---|---|---|---|---|---|---|
| 2 | Sup | Sup | Sup | Sup | Sup | Sup | Sup | Sup |
| 3 | - | - | - | - | - | - | - | - |
| 4 | - | Minor | Minor | - | - | Minor | - | - |
| 5 | Minor | - | - | - | - | - | Minor | - |
| 6 | - | Major | Major | - | Minor | Major | - | - |
| 7 | Major | - | - | - | - | - | - | Minor |
| 8 | - | - | - | Minor | - | Critical | Major | - |
| 9 | Critical | Critical | Critical | - | - | - | - | - |
| 10 | - | - | - | - | Major | Death | - | Major |
| 11 | Death | Death | Death | - | - | - | Critical | - |
| 12 | - | - | - | Major | Critical | - | - | - |
| 13 | - | - | - | - | - | - | Death | Critical |
| 14 | - | - | - | Critical | Death | - | - | - |
| 15 | - | - | - | Death | - | - | - | Death |

Treat the damage of field ram as bludgeon damage. For every extra bundle, add 1 point to the injury roll for dyshas.

## Dyshas

| | L-Blast | Stiff | Frost Bolt | L-Strick | Cast Energy | Crater | Power Orb | Constrict | Fire Touch |
|---|---|---|---|---|---|---|---|---|---|
| 2 | Sup | Sup | Sup | Sup | Sup | Sup | Sup | Sup | Sup |
| 3 | - | - | - | - | - | - | - | - | - |
| 4 | - | - | - | Minor | Minor | - | - | Minor | Minor |
| 5 | Minor | - | Minor | - | - | Minor | - | - | - |
| 6 | - | - | - | Major | - | - | - | - | - |
| 7 | - | - | - | - | - | - | Minor | - | - |
| 8 | - | - | Major | - | - | Major | - | Major | Major |
| 9 | - | - | - | Critical | Major | - | - | Critical | - |
| 10 | Major | Minor | - | - | - | - | - | Sever | - |
| 11 | - | - | - | Death | - | Critical | Major | - | Critical |
| 12 | - | - | Critical | - | - | - | - | - | - |
| 13 | - | - | - | - | Critical | - | - | - | - |
| 14 | Critical | - | - | - | - | Death | Critical | - | Death |
| 15 | - | - | Death | - | - | - | - | - | - |
| 16 | - | Major | - | - | Death | - | - | - | - |
| 17 | - | - | - | - | - | - | Death | - | - |
| 18 | Death | - | - | - | - | - | - | - | - |
| 19 | - | - | - | - | - | - | - | - | - |
| 20 | - | - | - | - | - | - | - | - | - |

## Primitive Hand to Hand Weapons

| | Sword | 2-hand Sword | Knife | Axe | Battle Axe | Club | Staff | Mace |
|---|---|---|---|---|---|---|---|---|
| 2 | Sup | Sup | Sup | Sup | Sup | Sup | Sup | Sup |
| 3 | - | - | - | - | - | - | - | - |
| 4 | - | - | - | - | - | Minor | - | - |
| 5 | - | Minor | - | Minor | - | - | - | - |
| 6 | Minor | - | Minor | - | Major | - | - | - |
| 7 | - | Major | - | - | - | Minor | - | Minor |
| 8 | Major | - | Major | Major | - | - | Minor | - |
| 9 | - | - | - | - | Critical | - | - | Major |
| 10 | Critical | Critical | Critical | Critical | - | Major | - | - |
| 11 | - | - | - | - | Death | - | Major | Critical |
| 12 | Death | Death | Death | Death | - | Critical | - | - |
| 13 | - | - | - | - | - | - | Critical | Death |
| 14 | - | - | - | - | - | Death | - | - |
| 15 | - | - | - | - | - | - | Death | - |

| | M-Star | Thikes | Spear | Pike | Halber | Punch | Kick | Bite |
|---|---|---|---|---|---|---|---|---|
| 2 | Sup | Sup | Sup | Sup | Sup | Sup | Sup | Sup |
| 3 | - | - | - | - | - | - | - | - |
| 4 | - | - | - | - | Minor | - | - | - |
| 5 | - | - | - | - | - | - | - | - |
| 6 | - | Minor | Minor | Minor | Major | - | - | - |
| 7 | Minor | - | - | - | - | - | - | Minor |
| 8 | - | Major | Major | Major | - | - | Minor | - |
| 9 | - | - | - | - | Critical | Minor | - | Major |
| 10 | - | Critical | Critical | Critical | - | - | - | - |
| 11 | Major | - | - | - | Death | - | Major | - |
| 12 | - | Death | Death | Death | - | Major | - | Critical |
| 13 | - | - | - | - | - | - | Critical | - |
| 14 | Critical | - | - | - | - | Critical | - | Death |
| 15 | Death | - | - | - | - | Death | Death | - |

| | Thombo kick | Falling Object | Falling |
|---|---|---|---|
| 2 | | - | - |
| 3 | - | - | - |
| 4 | - | Sup | - |
| 5 | Sup | - | Minor |
| 6 | - | - | - |
| 7 | - | Minor | - |
| 8 | - | - | - |
| 9 | Minor | - | - |
| 10 | - | Major | Major |
| 11 | - | - | - |
| 12 | - | - | Crit |
| 13 | Major | Crit | - |
| 14 | - | - | - |
| 15 | - | - | - |

## Range Combat

1. Look up the character's Rank to hit with the range weapon
2. Subtract from the character's Rank the number found on the chart below. The numbers are penalties to hit targets at varrious ranges with each weapon for stationary, moving and running targets.
3. Roll D20 against the modified Rank.
4. The target is hit if roll of a D20 is lower than or equal to the modified Rank.

Base Numbers (in yards) for stationary, moving, running.

| Weapon | 0 - 10 | 10 - 20 | 20 - 35 | 35 - 50 |
|---|---|---|---|---|
| T-knife | 0,4,9 | 7,11,15 | 13,20,27 | |
| Spear | 0,3,7 | 4,7,11 | 8,14,17 | 13,21,27 |
| Sling | -1,2,6 | 8,12,17 | 15,22,28 | |
| Bola | -1,2,6 | 6,10,14 | 12,19,25 | 19,26,37 |
| Rock | -1,2,6 | 6,10,14 | 12,19,25 | 19,26,37 |

| Weapon | 0 - 10 | 10 - 25 | 25 - 50 | 50 - 100 | 100 - 200 |
|---|---|---|---|---|---|
| Bow | -2,1,4 | 0,3,7 | 4,7,12 | 10,15,21 | 17,24,39 |
| Longbow | -2,1,4 | 0,3,7 | 4,7,12 | 9,11,17 | 15,22,27 |
| Crossbow | -2,0,3 | -1,2,7 | 3,6,11 | 9,14,20 | 17,24,29 |
| Dyshas | -2,0,4 | -1,2,9 | 3,7,12 | 10,14,20 | 16,23,33 |
| Pistols | -2,0,4 | -1,2,7 | 3,6,11 | 8,13,19 | 13,20,25 |
| Rifles | -2,0,4 | -1,2,7 | 2,5,10 | 5,9,15 | 9,14,20 |

Location Penalties

| Location | Penalty |
|---|---|
| Body | 0 |
| Leg | 5 |
| Head | 7 |
| Arm | 9 |
| Wings | 4 |

The location penalties are for human targets. All creatures with different proportions have a listing that indicates their penalty to hit various body parts.

## Aim Benefits

| Successes | Pistol | Rifle | Dysha | Thrown | Bow |
|---|---|---|---|---|---|
| 1st | +4 | +5 | +4 | +3 | +4 |
| 2nd | +8 | +10 | +6 | +5 | +8 |
| 3rd | +10 | +15 | +7 | +8 | +12 |
| 4th | +12 | +20 | +8 | +10 | +16 |

## Advantage Rolls for Range Combat D20 each round

| | |
|---|---|
| 1 - 5 | An attack or defend is possible at -10 penalty to skill Rank. Evades are possible. |
| 6 - 19 | Player may launch an attack. |
| 20 | Player may launch an attack or attempt a defensive measure. Special bonus of 5 to all attacks and defenses. |

## Two or more Combatants versus One

| | | | |
|---|---|---|---|
| 1 | - | 5 | No attack or defense |
| 6 | - | 10 | One attack or one defense |
| 11 | - | 15 | One attack or two defends possible |
| 16 | - | 19 | Two attacks, one attack and one defend, or two defends are possible |
| 20 | | | Same as above, but with bonus of 5 on all rolls for success. Special bonus of 5 to all attacks and defenses. |

## The Effects of Wounds

| | Arm | Leg | Body | Head |
|---|---|---|---|---|
| Superficial | -1 to Advantage until rested. | -1 to Advantage until rested. Defender falls on a failed roll against Agility. | -1 to Advantage until rested | -1 to Advantage until rested. Defender unconscious on a failed roll against Constitution-5. Give bonus of 5 for non-bludgeon weapons. Lasts D20 seconds. |
| Minor | Defender drops what's in hand on a failed roll against Strength on a D20. | Defender falls. -2 to Advantage until treated. | No attack this round. -5 to Advantage next round. -2 to Advantage until treated. | -2 to Advantage until healed. Defender falls unconscious on failed roll against Constitution-5. Lasts D6 minutes. |
| Major | Defender drops what's in hand. Cannot use arm until healed. -4 to Advantage until treated. | Defender falls and cannot get up. Cannot use leg until treated. -4 to Advantage until treated. | Defender falls. Defender will fall for every injury if a roll against Constitution fails. | Defender unconscious for D20 hours. -4 to Advantage until healed. |
| Critical | Defender cannot use arm. Counts as a major to the body. | Defender falls. Cannot walk. Counts as a major to the body. | Defender falls. Roll against Constitution to check for unconsciousness. Will die in a few minutes without treatment. | Coma D20 days starting immediately. |
| Death | Arm destroyed or severed. Counts as critical to the body. | Leg destroyed or severed. Counts as critical to the body. | Death. | Death. |

*The WarpFlash of 3475: The Eelshon She–evid*

# *Chapter 5*
# The Sholari Guide

***This section of the book is intended only for the GameMaster, the Jorune "Sholari." Only Sholaris should read from this point on. You will be introduced to the practice of running campaigns in general, and be guided through the intricacies of life on Jorune.***

***The Sholari Guide is a much more in-depth reference to the planet than the Tauther Guide. The Sholari has the privelage and responsibilty of making the mysteries of Jorune come to life for the players. It is through your words that they may more fully taste the world, its history, and inhabitants.***

# SECTION 1: GAMEMASTERING:

This first section is divided into two different sections: *How to Gamemaster* and *On becoming a Sholari. How to Gamemaster* explains the basics of role-play gamemastering to new Gamemasters. The next section, *Gamemastering on Jorune: The Sholari*, discusses specifics on running a Jorune campaign. Experienced gamers may find that they can skip the first section and go straight into the fire.

## HOW TO GAMEMASTER

Attempting to condense the intricacies of Gamemastering a role-playing game into several paragraphs is like attempting to explain improvisational acting, creative fiction writing, and social management skills in the same amount of space; for as gamemaster, you will be doing all of the above.

The players create their characters and worry about the personification of just one individual. The Gamemaster is responsible for the reality of the world around the players. The Gamemaster (or GM, for short) will describe the sights, sounds, smells and textures of each setting. You will be the voices of the non-player characters (known as NPC's) which your players will talk to. *The GM is expected to do everything the players don't do* You will weave the storylines in which the players will adventure. The GM is like a storyteller telling a tale, except that not all the characters are under the GM's control. The Gamemaster's stories will develop with time, adapting a bit here and there to fit in with the actions of the players. The amount of work which the gamemaster does can be staggering, but don't let it daunt you. Gamemastering can be tremendously rewarding and fun. The following advice has been gleaned from years of Gamemastering, and can help you leap in where players fear to tread.

### Step 1. Be sure you want to gamemaster and are enthusiastic about doing it.

Running a role-playing campaign requires more time and effort spent in preparation than being a player. Make sure you have the time or can make the extra time because a campaign can suffer from a lazy or over-busy gamemaster. Be enthusiastic about the game (not just Jorune, but the night's adventure) and you will find that the players will be excited too.

### Step 2. Be familiar with the game mechanics.

One of the primary jobs as a Gamemaster is to act as a final arbitrator in questions of game rules. To function properly, the Gamemaster should be thoroughly familiar with rules themselves. Usually, questions arise about combat, interpreting the results of skill checks, or the use of Isho. Sometimes the rules will not exactly cover the given situation or action that a character wants to take. There are several ways to resolve this:

a) Look to see if there is a situation described in the rules which closely resembles the current one and use that as a basis for judgment

b) Ask your players for advice (only an option for gamemasters with *reasonable* players)

c) Resolve it not based on any hard rule but on what would make the situation more dramatic or exciting. You should temper this decision with an eye towards keeping everyone happy. Do not overuse this option as some players will complain about you being an overly controlling gamemaster.

d) Assign a roll based on the closest appropriate characteristic or skill. Modify the roll by the difficulty in succeeding at such a task. Clear thinking is necessary here if spats between players are to be avoided. The GM must be as impartial to the various players as possible.

The GM may end up spending time outwitting players who come up with ridiculous schemes for "winning." Those who try to "win" at fantasy role-playing games suffer from the misconception that exploiting loopholes in the rules is purpose of gaming. Here is an example of the most common tactic used by the "No Lose Player." (abbreviated NLP) NLP's often wear the armor of three people, just to be safe. They carry weaponry powerful enough to take on two dozen creatures — for breakfast. As GM, you should form a mental image of what such a character looks like. If you saw such a person walking towards you, would you:

(a) Rush out to greet him

(b) Call for help

(c) Grab the nearest heavy object

(d) Run for cover

(e) Carry on as usual, as if people like this are common sights?

If you chose (a) or (e), the NLP will love you. Unfortunately, these are the wrong responses. Personally, if I saw a tank roll up on my driveway, I wouldn't stand around to greet who's inside. You can change the NLP's ways. By applying penalties to such characters in your campaigns, these "walking fortifications" will soon realize that they are menaces to be avoided or destroyed. Simply having a character taken off the streets by local guards for scaring children might be enough to get the idea across.

A good GM is not a mass murderer either. Do not simply kill characters for enjoymentor just because of some random dice rolls. Players do not enjoy rolling up new characters each session or just being pawns for a sadistic GM. Balance your challenges against the players' abilities, and if you're not sure about an outcome, err on the side of the players. You can always humiliate them later.

### Step 3. Be Prepared and Role-Play!!

Prepare your adventures, NPC's, and campaigns ahead of time. Draw up maps of areas you know will probably require them. Create player handouts such as drawings of a certain artifact or the hand-written letter they will discover. Detail your NPC's in advance. Have your creature characteristics, the ones which you will use that session, in front of you. A small-sized sheet can be prepared for every person and creature the players encounter during their journeys on Jorune. While a player needs to spend time deciding what skills to take, and what to buy, the GM already has all the makings of a variety of pre-created characters. You will be able to create characters in just a few moments, with some practice. Being so prepared will speed up the game tremendously. Your preparedness will encourage players to suspend their disbelief and enjoy the game more.

Example of what not to do:

GM: "You hear the shuffling footsteps echoing down the corridor. The smell of moist earth fills your nostrils as the creature rounds the corner in front of you."

Players: (all excited now): "Run!" "Shoot it now!" "I try and dodge any attacks!"

GM: "Wait a sec. Let me see " picks up rule book "Just what do these things do?" —10 minutes later— "Okay guys, lets have an initiative roll"

Players (who have decidedly lost excitement and momentum): pick up dice and roll )

The one major secret to being a great Gamemaster is to role-play your NPC's. You would not believe how much this improves a game. Recurring NPC should be fully detailed, just like a character. Write them brief histories and visual descriptions. Finally, choose a voice for them. For one-shot NPC's, assign some random characteristics and attitudes. Take a typical stereotype and change it in some little way.

Example: The players encounter a big, bulky condrij who does not take anything from anyone, but who has no teeth left. His affected speech gives him *charm*.

### Step 4. Have fun while playing and help your players have fun too!

Many times people become so engrossed in the game that they forget to have fun. Keep reminding yourself and the players that the purpose of role-playing is just that: to enjoy. Let this step guide you in the arbitration of rules and the design of adventures. Different people have different ideas on just what fun is. Talk to your players and find out what they enjoy most in a game and design your games accordingly. Gaming is a social setting. Players and GM should be aware that everyone there is there to have a good time. It is everyone's responsibility that the others in the game have a pleasant environment in which to play. If you have a problem with a player, take him aside and find out what is causing the problem. If the problem can be resolved, all parties should compromise. If the problem cannot be resolved, perhaps one of the parties should leave.

As GM you are the landscape painter. Do not box the players into a strict story line in which the decisions are already predestined. Allow them to choose their paths in the world you create. The GM should create storylines which will entice, not force, the players. Ask the players in advance what adventure their characters are on the look out for.

Remember to play poker-faced and never reveal secrets to a player. Do not let yourself get bullied by the rules. Once you have made a decision, be consistent. A GM who changes his mind every other week just confuses players. You are going to take flak, and the GM's judgment is sometimes suspect. Although it's no fun to admit to errors in judgment, its darn near impossible not to make them. A player who gives the GM a hard time probably doesn't know how much there is to refereeing a fantasy role-playing game. Don't despair when someone is unhappy about the fate of their character But when you are wrong, don't be afraid to admit it and work it out. Let your players know that you are trying to be fair.

### Winging It

One of the best abilities to cultivate in your career as a GM is the ability to wing an encounter, scene, session, or campaign. Winging means that you are creating everything on the spur of the moment as the game is in progress. You are creating the NPCs, the storyline, the places, the events, etc. Most people do not wing the entire thing —it is a tiring process. However, there will be a time in a GM's life when he or she will have to be able to play "off the cuff".

To make life simpler here are some suggestions on successfully winging an encounter. When winging places, try and select a place which you know personally. After choosing the place, modify it for the game. Example: The players have decided to go into a local clep. You did not think they would stop there so you did not generate the business. Think about a store you shop in. Use its layout as the layout for the clep. Modify the interior to fit. This will give you something to describe. It will make it seem more real to your players because it is real for you.

Remember people you meet and use them as a basis for NPC's. This is similar to the technique above. Observe your waiter the next time you're in a restaurant and use him as the waiter in the next restaurant the players visit. Creating a random name and characteristic listing in advance also helps. If you're feeling creative one afternoon, just jot down a list of names and characteristics. When you need one for the game just take the top one and scratch it off the list. Plots, like places and NPC's, can be inspired from almost any source. Books, television, movies, and computer games can give ideas for any campaign. Any plot you see can be adapted for Jorune. If you come across a plot or storyline which you particularly like, jot it down and use it later.

When winging it for an extended period of time, learn to take good notes. Nothing bothers players more than to go to an shenter and talk to the shast, "Melvin," leave and return later to find that "Melvin" is now "Herman" because the GM did not remember what he had called the shast. Every Time you make up something on the spot, write it down on a scratch pad. This will help you maintain continuity.

### Creating a Campaign

A campaign is a series of shorter adventures strung together to form a larger story. Each adventure has its own purpose but also furthers a larger storyline. It is up to you, the GM, to determine this hidden common theme initially, but play itself will most likely mutate it. Campaign threads can be one large overstory, a series of similar storylines, themes, or even the characters themselves. Before play starts sit down and think about the thread you would like to employ for the campaign. With this basis, creating later stories will be much easier.

A campaign usually centers around one area and expands outward. Choose a relatively small location to begin your campaign (like the neighborhood of Es'Wother included in this book). Create the most important aspects of this area. Create the people who the characters will meet in many different sessions. Create in detail the shops and the shopkeepers, the bars and the barkeeps, and their neighbors. Give them a place to live. Create a boarding house in which they all can stay and live together. This continuity will give the campaign depth.

When the players create their characters, ask them to write a page or two about themselves: their backgrounds and histories, their goals and desires. Keep a copy of these and use them during the campaign to plan adventures. Stories have much more of an impact if the character feels them in some way.

Remember: Take notes all the time. Use these later to bring an old storyline back. Things in life are never as clean cut as they seem on a television series, and a campaign shouldn't be either. (Unless the desired effect is that type of episodic involvement.) After an adventure think of how the outcome of the story will affect the world around the players, if at all. If the players do something which can change the world, let that be reflected. And let the players see this. A person who can see a change in the world because of some of his own heroics is a more satisfied player.

## BEING A GAMEMASTER FOR JORUNE: THE SHOLARI

In the shanthic language, Sholari means "guide," or "teacher." For the purposes of gaming, the Sholari is the person who acts as GM, or "referee." In Jorune, we use the term Sholari interchangeably with the word "Gamemaster." Skyrealms of Jorune presents a unusual and exotic world for you to explore through role-playing.

Since it is so different from most games that you've probably seen, we'd like to give you a few tips on running campaigns that can capture the aspects that make Jorune the unique setting that it is.

One of the best ways to run a Jorune campaign is through discovery. Introduce the world in small pieces to the players and their characters. Whole adventures can be built upon just a tiny fact of Jorune. The players will learn this fact intimately and it will be more immediate for them. This can tie in well with the introduction of new language. For example, the players have never seen a bio-tec reco. Even though they may have read the blurb in the tauther guide, they have never experienced it first hand. Run an adventure in which they are asked by a thriddle to travel to a particular incupod field and discover what type of bio-tec it creates. The field could be contaminated by something and every Bio-tec buddy which comes up is mutated. Be sure to describe the life cycle of Bio-tec. After this, players will know intimately just what incupod, brusk, and cork are. Here are a few campaign ideas.

* The time honored exploration of Shanthic ruins.
* Mystery or world changing events such as a war.
* Exploration for import companies in such out of the way places as Drail, Delsha, Sillipus.
* Exploration of Skyrealms

Read the background section coming up. We've set some information aside FOR SHOLARI'S EYES ONLY. It will give you some surprises and mysteries with which to confront and confound your players. Let the players discover Jorune with the same sense of wonder that their characters do.

## General Sholari Advice

Do not let the players play thriddle, shantha, ramian, or cleash. Some races should be left for just the Sholari to use, in order to maintain their mystery.

Do not introduce a lot of Earth-tec into the campaign. Earth-tec is the mysterious and powerful inheritance of the human races on Jorune. It should appear only sparingly. Remember: where Earth-tec is concerned, less is more. A single blaster can turn the tide of a battle, and a diagnot can save a whole village from a plague. But if the players see this all the time, it won't be special...*and it should be.*

It is easy to keep Earth-tec out of the hands of tauther. It is their duty to return such items to the Cryshell Citadel. If your players suggest that they want to keep such devices illegally, remind them that possession of illegal Earth-tec is a serious crime. If they still choose to keep such items, play the story out accordingly. And when in doubt, don't give it out.

The biggest problem you may face are players who go around killing everything that moves. You know what happens to someone *like that* in our society. Although Jorune's methods of maintaining law and order aren't as advanced as ours, it's a sure bet that someone's going to be sent out to stop walking slaughterhouses. *Don't let players kill shanthas or other forms of respectable life with energy weapons.* A blaster shot to the head is a blaster shot to the head. It doesn't matter if you're a Dharsage ruler. Characters who go on killing sprees should be stopped. Use daijic. Use yords. Use shanthas. Use whatever you need, but *steer your players into a somewhat productive, non-destructive mode* Only then will they have an opportunity to learn more about crugar than how many sword swings it takes to kill one.

Remember to use daijic to handle overactive Caji. Casting dyshas in most cities is against the law. Highly trained daijic can triangulate and arrive at the scene of a dysha casting within 10 to 15 minutes (or whenever is dramatically appropriate). Enforce the laws against the players. If a character throws a dysha without good cause, haul him or her in to herris. This could be the basis for a whole new adventure.

You might face players who think they can run around with serious wounds. We've purposely made healing rapid with limilates and crystals. If taking wounds doesn't hurt and slow you down, why bother with a combat system at all? Players who don't rest, don't heal.

Try to use the language of Jorune when you play. Using the words will go a long way in creating the unique atmosphere of Jorune. Do not try and use all the language at once. Begin by using a few appropriate new terms each story. Utilize these terms in the storyline. If the players encounter the terms in actual use, they will learn and remember them. Give extra points to players who pick up and use the terms in their characters' speech.

## Rewards

The Sholari rewards players when they make good decisions and when they fulfill their objectives. Not every adventure need to be one in which the players only rewards are Drenn points. Come up with other rewards. Such benefits could be monetary, a new friendship, new contacts, or perhaps equipment. Another reward could be automatic skill increases. For example, the adventure forces the players to make a long sea voyage. For this effort they are granted a free increase in sailing skills to level Familiar. Here are a few hints on how to use the various rewards available to the Sholari and the players.

### Wealth

Rewarding characters with items (as treasures, gifts, etc.) works out well as long as the Sholari doesn't go too far. There are only so many powerful items listed on the pages ahead. Those who game for material wealth will lose interest if they own one of everything. Be stingy with the good stuff. It'll make it worth more to the players. Wealth also comes in the form of money. It's pretty safe for a Sholari to reward players with a gem here, a few gemlinks there. Care must only be taken that the game does not become "Bank Rolls of Jorune." Players have been known to become *possessed* by greed.

### Improving Characters

The Sholari can improve characters' Skills by putting them in learning situations, such as training. It's better, however, to let players build their characters slowly, in situations where they use, test, and improve their Skills. The Focus system allows the player some measure of control over how his or her character develops, but the Sholari can add or subtract bonus Attainment Points as he sees fit. Use the Focus System to keep your players involved with their characters and with the world as well.

### Social Acceptance

Social acceptance is one of the keys to success on Jorune. Each engraving on a challisk brings a character closer to drennship. It brings another debt of responsibility for the tauther, as well. Go slow on filling challisks with copras. Drenn are limited to giving only 5 copra marks per year. Muadra-Drenn are restricted to only 1 per year. Any Drenn who marks a tauther's challisk is weighing this tauther against others, and is thinking about the consequences to his own reputation. Even more rarely will a Drenn travel to the Hall of Drenn to mark a copra into the Drenn Wall. Characters must have accomplished something substantial to warrant this favor. Often, Ardoth is a long ways away. Drenn won't just pack

their bags and go off to the Drenn Wall when they meet someone decent and deserving.

When characters themselves are Drenn, make them *feel* it. Give them the responsibilities and privileges described in this section and the Tauther Guide. Permit humans to attain energy weapons, but use good judgment. By keeping tabs on energy weapons (through kims and yords) and restricting power-cell availability, you should be able to strike an effective balance of responsibility and freedom.

## A FINAL NOTE

Jorune is so rich in detail of different societies, technology, and history that it can be pretty overwhelming. Some new Sholari are afraid that if they introduce something new they would be upsetting some mysterious balance in the world. This is not true. When introducing anything new into any game, the referee should consider all the possible consequences. The same goes for Jorune.

For those out there who need to hear the official proclamation, here it is: Feel free to create and introduce anything you want into your campaigns. Try to keep with the flavor of Jorune, but make it yours— You are a Sholari!

*Ramian Gire, Scourge of the Seas of Vosule*

# SECTION 2: ENCOUNTERS

## ENCOUNTERS

### Daily chores as Sholari

As a Sholari, it is your job to make sure that players are healing from injury, decide upon the players' traveling progress, determine the weather and the Isho weather.

### Events in a Town

The following charts are useful for helping you spontaneously generate encounters and characters. They should not be used to take the place of planned encounters or plot development. Don't let them be the sole tools for generating your adventures. That's why you have an imagination.

### Town Encounters

To generate town encounters, (1) roll for the type of the encounter, (2) roll for the occupation of the NPC's, (3) roll for their race, (4) roll to see how the encounter starts, (5) roll for the quirks of those encountered, (6) roll to see the response of the NPC's to the encounter.

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#### Type of Town Encounter

To generate the type of encounter, roll a D100 on the table below. The number of creatures encountered can be immediately determined with the suggested die roll next to the group's name. When you have the major type of encounter, roll another D100 within that group.

| | |
|---|---|
| 1 - 10 | Wanderers: D20 |
| 11 - 20 | Laborer: D20 |
| 21 - 30 | Klade Members: 2D6 |
| 31 - 40 | Street occupations: D6 |
| 41 - 45 | Fighters: D6 |
| 46 - 65 | Display: 2D6 |
| 66 - 80 | Strangers: D6 |
| 81 - 100 | Major occupations: D6 |

#### Occupation Types

Wanderers

| | |
|---|---|
| 1 - 10 | Addict |
| 11 - 40 | Dyte Punk |
| 41 - 60 | Homeless |
| 61 - 100 | Beggars |

Laborer

| | |
|---|---|
| 1 - 50 | Durlig puller |
| 51 - 60 | Mover |
| 61 - 70 | Miner |
| 71 - 85 | Harvester |
| 86 - 100 | Digger |

Klade Members

| | |
|---|---|
| 1 - 5 | Sailor |
| 6 - 15 | Fisherman |
| 16 - 25 | Carpenter |
| 26 - 30 | Butcher |
| 31 - 35 | Tanner |
| 36 - 45 | Farmer |
| 46 - 47 | Thomboc |
| 48 - 55 | Cook |
| 56 - 60 | Garment maker |
| 61 - 62 | Drinks |
| 63 - 64 | Oils |
| 65 | Perfumes |
| 66 - 67 | Rugs |
| 68 - 70 | People groomer |
| 71 - 73 | Animal groomer |
| 74 - 75 | Shoes |
| 76 - 85 | Builder |
| 86 - 90 | Tapestry |
| 91 - 93 | Gardener |
| 94 | Jeweler |
| 95 - 100 | Weaver |

Street occupations

| | |
|---|---|
| 1 - 15 | Githerin |
| 16 - 60 | Trader |
| 61 - 65 | Flower seller |
| 66 - 85 | Food sellers |
| 86 - 100 | City guide |

Fighters

| | |
|---|---|
| 1 - 30 | Yord (Guard) |
| 31 - 40 | Archer |
| 41 - 60 | Militia |
| 61 - 70 | Rogue condrij |
| 71 - 95 | Daijic |
| 96 - 100 | Active military |

Performance

| | |
|---|---|
| 1 - 20 | Dancer |
| 21 - 55 | Crafts maker |
| 56 - 70 | Musician |
| 71 - 85 | Caji performer |
| 86 - 95 | Singer |
| 96 - 100 | Writer |

Strangers

| | |
|---|---|
| 1 - 40 | Traveling through |
| 41 - 50 | Vacationing |
| 51 - 75 | Doing work (private) |
| 76 - 90 | Doing work (concerning their job) |
| 91 - 100 | Temporarily living in city |

---

Major occupations

| | |
|---|---|
| 1 - 5 | Klade father or mother |
| 6 - 10 | Administration |
| 11 - 15 | Kim member |
| 16 - 20 | Beaster |
| 21 - 25 | Caji houser |
| 26 - 40 | Caji |
| 41 - 70 | Tauther |
| 71 - 75 | Hishtin |
| 76 - 80 | Teacher |
| 81 - 83 | Hunter (jers) |
| 84 - 85 | Healer |
| 86 - 90 | Iscin |
| 91 - 92 | Yordeh (Lawyer) |
| 93 | Copra |
| 94 - 98 | Translator |
| 99 - 100 | Etiquette |

## Race of a Town Encounter

Next, we'll roll for the race of the encountered creatures. Use a D100.

| | |
|---|---|
| 1 - 35 | Human |
| 36 - 55 | Boccord |
| 56 - 70 | Muadra |
| 71 - 75 | Woffen |
| 76 - 79 | Thivin |
| 80 - 85 | Bronth |
| 86 - 90 | Salu |
| 91 - 94 | Thriddle |
| 95 - 98 | Crugar |
| 99 - 100 | Unexpected Race |

The unexpected races:

| | |
|---|---|
| 1 - 20 | Acubon |
| 21 - 34 | Corastin |
| 35 - 40 | Trarch |
| 41 - 60 | Scarmis |
| 61 - 70 | Shantha |
| 71 - 77 | Ramian |
| 78 - 84 | Tologra |
| 85 - 90 | Croid (as a laborer) |
| 91 - 100 | Cleash |

## Minor Events Going On In A Town

Encounters aren't the whole story. Every setting has a background. Below are lists of common and uncommon events which happen in a town. These lists can give you a much better feeling for Jorune. Use the uncommon list of events sparingly, rolling only once every week or so. The common event's table can be used as often as you wish. Each table uses a D100.

| | |
|---|---|
| 1 | Cletch collection (taxes) |
| 2 | Fight in progress |
| 3 | Robbery |
| 4 | Crazed Isho use (muadra) |
| 5 - 6 | Daijic pursuit |
| 7 - 10 | Daijic apprehending someone |
| 11 - 14 | Yords giving someone a hard time |
| 15 - 18 | Yords arresting someone |
| 19 - 21 | Yords in pursuit |
| 22 - 27 | An auction is taking place |
| 28 - 32 | Bargaining is going on |
| 33 - 36 | Squalled surroundings |
| 37 - 41 | People strolling in the streets |
| 42 - 46 | Really crowded |
| 47 - 49 | Pick pocket attempt |
| 50 - 54 | Mean dogs |
| 55 - 60 | Story teller with people around him |
| 61 | Ca-Tra Sholari |
| 62 - 65 | Caji doing tricks |
| 66 - 77 | Musician playing |
| 78 | Sound of energy weapons fire |
| 79 - 81 | Sound of dyshas use |
| 82 - 83 | Fake limilate salesperson |
| 84 | Black market sale |
| 85 - 86 | Angry merchant talking to guards |
| 87 - 91 | Yords (guards) questioning people |
| 92 - 95 | Loose animal |
| 96 | Dropped money |
| 97 - 99 | Person calling for help |
| 100 | Eviction in progress |

### Major Events Going On In A Town

| | |
|---|---|
| 1 - 2 | Death of an important person |
| 3 | Town raided (only smaller towns) |
| 4 - 5 | Gang going through town |
| 6 - 11 | Cletch (taxation) |
| 12 - 14 | Festival |
| 15 - 17 | Parade |
| 18 - 22 | Funeral |
| 23 - 24 | Scragger attack |
| 25 | Fire |
| 26 - 30 | Drenn ceremonies |
| 31 - 32 | Wild Daijic hunt for Caji offenders |
| 33 - 42 | Kerning bay events being held (contests) |
| 43 - 48 | Durlig harvest days: everyone must help out |
| 49 - 56 | Important person arrives: Iscin, kim, Kesht, official |
| 57 - 60 | The start of a new building |
| 61 - 63 | A protest is going on |
| 64 - 72 | Trials held by the kim |
| 73 - 76 | Jerrig (marriage) |
| 77 - 81 | Shambo: thivin gambling game. |
| 82 - 84 | Mayoo: another thivin gambling game. |
| 85 | Thombo stampede |
| 86 - 87 | Beagre attack |
| 88 - 89 | Disease in town |
| 90 - 92 | Big accident |
| 93 - 94 | Caravan passing through town |
| 95 - 96 | Strike |
| 97 | Famine |
| 98 | Drought |
| 99 | Bandits nearby |
| 100 | Tremor |

### How an Encounter Starts

Roll a D100 on the chart below to determine how the players become in contact with the encountered group.

| | |
|---|---|
| 1 - 3 | Person asks for a favor |
| 4 - 5 | Encounter is chasing someone |
| 6 - 7 | Encounter is being chased |
| 8 - 12 | The encounter needs information (urgently) |
| 13 - 16 | The encounter wants to buy something |
| 17 - 21 | The encounter wants to sell something |
| 22 - 25 | The encounter is lost |
| 26 - 27 | Case of mistaken identity |
| 28 - 29 | Crowd pushes players and the encounter together |
| 30 - 33 | Directs you somewhere as part of his or her job (detour) |
| 34 - 38 | Wants to be hired |
| 39 - 44 | Wants to hire someone |
| 45 - 46 | Wants someone's opinion on something |
| 47 - 50 | Curious |
| 51 - 52 | Want's someone to settle a dispute |
| 53 - 55 | Bad intentions... |
| 56 - 57 | Involved in a fight |
| 58 - 60 | Doing their job |
| 61 - 64 | Buy the player's service |
| 65 - 67 | Drenn requesting the service of Tauther |
| 68 - 72 | Asks for help |
| 73 - 74 | Recreational |
| 75 - 78 | Asks is players need help |
| 79 - 80 | Unexplained interest |
| 81 - 82 | Admires one of the players, compliment |
| 83 - 85 | Follows players |
| 86 - 89 | Makes a rude comment |
| 90 - 94 | Eating |
| 96 - 100 | Tavern |

### Response Roll

A D100 roll will give you an idea of the attitude of the NPC's to the encounter. Each line includes a modifier for all interactions with this character.

| | |
|---|---|
| 1 - 5 | In a bad mood. Irritable. (-10) |
| 6 - 10 | Wants to avoid contact, or be rude if forced into contact. (-5) |
| 11 - 20 | Unpleasant. (-3) |
| 21 - 85 | Normal. (+0) |
| 86 - 95 | Friendly. (+3) |
| 96 - 100 | Very friendly. (+5) |

Subtract 15 from the die roll for any group which would have reason to be unhappy.

## Quirks of an Encountered Character

Roll a D100 and index it on the chart below. On a D6 roll of 5 or 6, roll again.

| | |
|---|---|
| 1 - 2 | Naive |
| 3 - 4 | Cautious |
| 5 - 6 | Trusting |
| 7 - 9 | Gerrig chewer |
| 10 - 11 | Well groomed |
| 12 - 14 | Slob |
| 15 - 16 | Irritating |
| 17 | Impatient |
| 18 | Clumsy |
| 19 - 20 | Arrogant |
| 21 - 22 | Laughs a lot |
| 23 - 24 | Hates a race |
| 25 - 26 | Very quiet |
| 27 | Mute |
| 28 - 30 | Injured |
| 31 | Whistler |
| 32 - 33 | Well traveled |
| 34 - 35 | Aggressive |
| 36 - 36 | Passive |
| 37 - 38 | Witty |
| 39 - 40 | Dull |
| 41 - 42 | Cultured |
| 43 - 43 | Uncouth |
| 44 - 45 | Personable |
| 46 - 47 | Loud |
| 48 - 49 | Neat |
| 50 - 51 | Messy |
| 52 | Generous |
| 53 | Stingy |
| 54 - 55 | Incompetent |
| 56 - 57 | Plays a musical instrument |
| 58 - 60 | Speaks many languages |
| 61 - 62 | Story teller |
| 63 - 64 | Stuck up |
| 65 - 66 | Fanatical |
| 67 - 68 | Has a craving |
| 69 - 70 | Addicted to something |
| 71 - 74 | Querrid like tendencies |
| 75 - 76 | Brave |
| 77 - 78 | Cowardly |
| 79 - 80 | Reckless |
| 81 - 82 | Paranoid |
| 83 | Wise |
| 84 - 85 | Foolhardy |
| 86 - 88 | Dressed wrong |
| 89 - 90 | Talkative |
| 91 | Stutters |
| 92 | Practical joker |
| 93 | Has thriddle language complex |
| 94 | Inferiority complex |
| 95 | Deadbeat kind of look |
| 96 - 97 | Bright |
| 98 - 99 | Charismatic |
| 100 | On the verge of death |

## Wilderness Travel

When traveling through the wild, there is a chance that both intelligent, and non-intelligent creatures might be encountered. For each day of wilderness travel, roll a 2D6 for encounters, the weather, and the Isho Weather High and low rolls for weather indicate more or less of the current weather. For encounters, use the chart below:

| | |
|---|---|
| 2 - 4 | Non-intelligent encounter |
| 5 - 8 | No encounters |
| 9 - 12 | Intelligent encounter |

This table assumes travel by road. Subtract 1 point if traveling off the beaten path. In swamps and jungles, you may wish to increase the probabilities of having an encounter.

*Generate Non-intelligent encounters in the section following Intelligent Races. Here we discuss intelligent wilderness encounters.*

## Wilderness Encounters

The following table lists more than one hundred encounter types. Roll a D1000 to select one of them. The number of creatures encountered is listed to the right of the name of the encounter. Stars next to number rolls means to roll twice, and to take the lower of the two rolls. Thus, a listing of D20* means roll D20 twice, and take the lower of the two rolls.

In addition, there are several "basic reasons" why someone would be tromping around somewhere in the wilderness. We break this down into the three groups: violent, indigenous, and mission. Each is described after the table. Many encounters will list the specific reason why the creature is found where it is found.

### THE ENCOUNTER TABLE

Roll a D1000 on the table below.

-50 FOR DESERT ENCOUNTERS

+100 FOR SWAMP AND JUNGLE ENCOUNTERS

If you roll below 0, use the roll of a D100.

If you roll over 1000, roll D100+900.

CROID

| | |
|---|---|
| 1 - 5 | Croid making weapons: D3 |
| 6 | Itching: D3 |
| 7 - 9 | Croid hut: D2-1 |
| 10 | Peeling off crudge: D3 |
| 11 | Rubbing against a rock or tree: D3 |
| 12 - 13 | Scragger infested croid. Scragger eating crudge off of him: D2. Scragger: D6. |
| 14 - 15 | Croid grooming the bones of victims: D3 |

CRUGAR

| | |
|---|---|
| 16 - 19 | Practicing a weapon skill: D6 |
| 20 - 22 | Dysha practice: D6 |
| 23 - 27 | Herding: D6 |
| 28 - 37 | Violent crugar: 2D6 |
| 38 - 47 | Indigenous crugar: D20 |
| 48 - 51 | Mission crugar: D6 |

CORASTIN

| | |
|---|---|
| 52 | In shanthic employ: 1 |
| 53 - 55 | In thriddle employ: 1 |
| 56 - 59 | Guard for someone nearby: 1 |
| 60 - 64 | Toll collector· D6 |
| 65 - 66 | Looking for work: 1 |
| 67 | Fashioning weapons· D6 |
| 68 | At his place of hiding (where tribute is stored): D6 |
| 69 - 76 | Indigenous corastin: 1D6 |
| 77 - 96 | SMALL ENCAMPMENT |

SHANTHA: Will attempt to confiscate Earth-tec on a roll of 6 on D6. This will only happen if the offending device is in plain view.

| | |
|---|---|
| 1 - 10 | CA-SHAL |
| 11 - 20 | CI-EBBA |
| 21 - 35 | CA-DU |
| 36 - 50 | CA-GOBEY |
| 51 - 75 | CA-DESTI |
| 76 - 85 | CA-LAUNTRA |
| 86 - 100 | CA-TRA |
| 97 | With a corastin: 1 |
| 98 | Traveling: 1 |
| 99 | Home of a Sholari: 1 |

THRIDDLE: On a roll of 6 on a D6, thriddle trid nodes are quivering. On a roll of 12 on 2D6, a thriddle has a giggit pipe.

| | |
|---|---|
| 100 - 109 | Traveling to get giggit: D6 |
| 110 - 114 | Reconnaissance for the Mountain Crown: D6 |
| 115 - 117 | Research: D6 |
| 118 - 127 | Out to hire querrids: D6 |
| 128 - 132 | Engaged in an encounter already: D3. Roll for the other encounter type. |
| 133 - 137 | Growing coditch: 2D6 |
| 138 - 142 | Mission thriddle: D6 |
| 143 - 147 | Indigenous thriddle: 2D6 |
| 148 - 149 | Working for Ardoth census: D6 |
| 150 | Thriddle with corastin: D3 |
| 151 - 155 | Running away from something: D6 |
| 156 - 157 | Tutoring someone: D3 |
| 158 - 160 | Eating, slowly: D6 |
| 161 | Transporting giddynes: 2D6*. With D6 guards; roll their race. |
| 162 - 164 | On a diplomatic mission for Ardoth: D6 |
| 165 | Thriddle representatives: D6*. Roll for their race. |

THIVIN

| | |
|---|---|
| 166 - 195 | Trading: 2D6 |
| 196 - 198 | Weaving (gathering roots for the process): D6 |
| 199 - 203 | Searching for gauthi: D6 |
| 204 - 208 | Making a gauthi rug: D6 |
| 209 - 218 | Playing music: D6 |
| 219 - 228 | In the middle of an encounter: D6. Roll for the encounter |
| 229 - 230 | Fleeing something: D6. Roll another encounter. |
| 231 - 240 | Making something artistic: D6 |
| 241 - 260 | Thivin gambling (shambo or mayoo): D20 |
| 261 - 280 | SMALL ENCAMPMENT |

SALU

| | |
|---|---|
| 281 - 295 | Mission salu: D6 |

TOLOGRA

296 - 315 Traveling tologra

HUMAN: Include a few muadra and boccord in these parties on a roll of 5 or 6 on a D6.

316 - 385 Indigenous Humans: D20

386 - 445 Tauther: 2D6

446 - 463 Nomads: D100

464 - 478 Patrols: D20

479 - 483 Violent: D6

484 - 518 Mission: 2D6

519 - 523 Troops: D100

524 - 528 Imperial transport: D60

529 - 530 Drenn on a cletch spree: D3*. Human guards: D20

531 - 535 Traveling Drenn: D3*. Human guards: D6-2

MUADRA

536 - 545 Mission muadra: D6

546 - 553 Indigenous muadra: D20

554 - 555 Violent muadra: D6

556 - 567 Caji practicing dyshas: D6

568 - 577 Looking for high points in the wind: D3. This is part of a larger group, roll again.

578 - 607 Caji master: D3*. With D6-2 guards

BOCCORD

608 - 617 Mission boccord: 2D6

618 - 622 Violent boccord: D6

623 - 632 Indigenous boccord: D20

633 - 637 Nomads: D60

638 - 642 Beasters: D20

643 - 650 Hishtins: D3*. Guards: D6-4

651 - 655 Teaching their young: D6*. Young boccord· D20

656 - 675 SMALL ENCAMPMENT

WOFFEN

676 - 680 Iscin: D3

681 - 690 Mission woffen: D6

691 Violent woffen: D6

692 - 701 Indigenous woffen. D20

702 - 706 "Authew" the wretched ones: D6

707 - 709 Woffen wedding: D40

710 - 711 Gambling (Shambo or mayoo): D6

712 - 721 On way to shenter: D6

722 - 726 Distilling stomeh or wholl: D20

727 - 736 Collecting cletch for shenters: 2D6

737 - 741 Woffen running their pups. Giving the youngsters a workout: D6

742 - 748 Drinking stomeh or wholl: D20

749 Festival: D40

BRONTH

750 - 752 Training pet: 1

753 - 756 Looking for pets: D6

757 - 771 Mission bronth: D6

772 - 776 Indigenous bronth: 2D6

777 - 779 Hunting slavers: D6

780 - 784 Treaty agents of the council: D6

785 - 789 Training: D6

790 - 791 Bronth Iscin: 1

792 - 796 Marking territory: 1

TRARCH

864 - 872 Indigenous trarch

ACUBON

797 - 799 Traveling between villages: D6

800 - 809 Indigenous acubon: D20

810 - 814 Mission acubon: D6

815 - 819 Violent acubon: D6

RAMIAN: A Chiven Rachu-eh is a member of a ramian party on a roll of 12 on a 2D6

820 - 823 Entering chiveer: 2D6

824 - 828 Transporting daij: 2D6

829 - 838 Searching for Shirm-eh: D20

839 - 841 Daij traders from a ship: D20

842 - 846 Local, indigenous ramian traders: D6

847 - 850 Ramian in their chiveer: D20

851 - 852 Wandering ramian: D6

853 - 854 Ramian Gire (pirates): 2D20

855 - 859 Violent ramian: 2D6*

860 - 863 Mission ramian: 2D6

TRARCH

864 - 872 Indigenous trarch

SCARMIS

873 - 880 SMALL ENCAMPMENT

881 - 892 Carrying cleash eggs to buy supplies for cleash: 2D6

893 - 902 Mission scarmis: D6

903 - 907 Scarmis on mission for cleash: 2D6*

908 - 912 Scarmis hunting for spirrics

913 - 923 Violent scarmis: 2D6*

924 - 933 Indigenous scarmis: 2D6

934 - 938 Scarmis patrolling their territory: D6

939 - 940 Nesting: D6*

941 - 945 Guarding cleash eggs: D6

CLEASH: Wherever cleash are found there are usually more nearby. Cleash have a scarmis accompaniment on a roll of 6 on a D6. Scarmis quantity is D6*. Cleash usually carry capsules. Roll D6 for the quantity. Roll D100 to determine their variety.

| | |
|---|---|
| 1 - 15 | Fire |
| 16 - 40 | Cold |
| 41 - 50 | Smoke |
| 51 - 55 | Repel |
| 56 - 60 | Blinder |
| 61 - 70 | Flare |
| 71 - 75 | Knock out |
| 76 - 90 | T.J. |
| 91 - 100 | Tangler |
| 946 - 947 | Cooking their crystalline eggs. D6 |
| 948 | Transporting scarmis to another location where then can be used: 2D6*. Scarmis: D20 |
| 949 - 953 | Traveling to the East Trinnu Jungle Lands: D20 |
| 954 | Cleash in the process of making capsules: D6 |
| 955 - 957 | Cleash at a spirric trap. (a pit with glittering metal and boiling water nearby): D20* spirric are in the trap on a roll of 4 through 6 on a D6. |
| 958 - 962 | Cleash setting up a spirric trap. Boiling water and glittering metal can be found nearby. D20 |
| 963 - 964 | Cleash reconnaissance: 2D6 |
| 965 - 974 | Violent Cleash: 2D6 |
| 975 - 979 | Mission Cleash: 2D6 |
| 980 - 982 | Hunting: 2D6 |
| 983 - 985 | Cleash with prisoners: D20. Roll for prisoner race: D6 |
| 986 - 987 | Nesting eggs. Cleash cover their eggs to keep them warm: D6 |
| 988 | Hatching eggs. Cleash eggs are hatching: D6 |

BLOUNT

| | |
|---|---|
| 989 - 990 | Making mathin limilate: D6 |
| 991 - 995 | Gathering roots and shrubs for food: 2D6 |
| 996 -1000 | Recreating in swamps. D6 |

## VIOLENT

Violent creatures are up to no good. Roll a D100 on the table below to determine exactly what they're up to.

| | |
|---|---|
| 1 - 30 | Commit a crime |
| 31 - 45 | Rob someone |
| 46 - 65 | Kill someone in particular |
| 66 - 70 | Kill creatures of a specific race |
| 71 - 100 | Kill anything and everything |

## INDIGENOUS

Those indigenous to a region are probably just going about their business. A D100 tells you exactly what they're doing:

| | |
|---|---|
| 1 - 15 | Gathering |
| 16 - 20 | Hunting |
| 21 - 25 | Harvesting |
| 26 - 30 | Seeding |
| 31 - 45 | Cooking |
| 46 - 55 | Living in squaller |
| 56 - 65 | Wishing to leave area |
| 66 - 75 | Wishing to get hired away |
| 76 - 90 | Recreation |
| 91 - 100 | Practicing a skill |

## MISSION

There are many different missions that creatures might be on. Roll a D100 below to choose one:

| | |
|---|---|
| 1 - 10 | Trade: they will be very interested in trading. They probably have something specific they want to acquire or get rid of. |
| 11 - 25 | Transport: they are carrying something. Add D6 guards, more if the cargo is especially valuable. |
| 26 - 30 | On personal business |
| 31 - 35 | Rescue: The members of the encountered party are planning a rescue. |
| 36 - 45 | Recover an object |
| 46 - 60 | Courier: The encountered party is delivering something: a parcel, a creature... Who knows? |
| 61 - 70 | Get rich. |
| 71 - 80 | Get information or an object. |
| 81 - 85 | Assassinate someone |
| 86 - 90 | Train or capture a creature |
| 91 - 100 | On assignment by political power |

## Before an Encounter Starts

From time to time, hint at possible nearby encounters. The following is a list of things that might be noticed. At this stage of an encounter development, be thinking about the distance between the players and the encountered party. A roll of 2D6x10 yards can do the trick.

Tracks, especially those of thombos, cleash, ramian, etc.

Signs of kerning

Animal spoor

Smoke, or something burning

Evidence of dysha use (missed shots that hit trees)

Evidence of Energy weapon use (missed shots that hit trees)

Blood

Fire

Remains of weapons or armor

Personal belongings found

Bodies

Food

Camp sight

Surprise

The Sholari makes secret rolls to determine who spots who first. Use the percentages listed for Listen or Spot (which ever is higher) on the skills charts from making a character. Use the skill level of the highest member of both parties. If only one group makes its roll, that is the group that gains surprise. If both make their roll, surprise is simultaneous. If neither do, roll again.

Starting an Encounter

To determine what the NPC party was doing when the encounter takes place, roll a D100 and look below. If you don't have time to make this roll, just assume that both parties are traveling along when they spot each other. Add 70 if the encounter takes place at night. Rolls higher than 100 are treated as 100. Keep in mind that sentries might be standing guard over sleeping parties.

| | |
|---|---|
| 1 - 85 | Traveling |
| 86 | Already in another encounter |
| 87 - 90 | Eating |
| 91 - 92 | Working: digging, fixing, gathering, etc. |
| 93 | Just finished an encounter |
| 94 | Players tracked by the NPC party |
| 95 | Running from something |
| 96 | Chasing something |
| 97 | Resting their animals |
| 98 | Find them practicing |
| 99 | Setting up camp |
| 100 | Sleeping |

## Party Quirks

The table below gives you quirks based on a D100 roll. If the roll of a D6 is 6, you may roll for another quirk.

| | |
|---|---|
| 1 - 2 | Leader is insane |
| 3 - 5 | Leader is paranoid |
| 6 - 7 | They are carrying dead people |
| 8 - 12 | They are carrying dead animals |
| 13 - 17 | They are lost |
| 18 - 19 | They are starving |
| 20 - 21 | They have a hidden purpose |
| 22 | They are being sought |
| 23 - 26 | All members are very young |
| 27 - 30 | All members are very old |
| 31 - 32 | They are sick |
| 33 - 34 | They have a disease |
| 35 - 50 | Members of their party are injured |
| 41 - 50 | They are armored to the hilt |
| 51 - 60 | They are weapon freaks |
| 61 - 62 | They have captives |
| 63 | They are exiles, banished from someplace |
| 64 | They have an illegal energy weapon |
| 65 - 66 | The party is intoxicated |
| 67 - 71 | They smell bad |
| 72 - 76 | They are poorly groomed |
| 77 - 78 | They are well dressed |
| 79 - 80 | They don't all speak the same language |
| 81 - 83 | They want to give something away |
| 84 - 87 | They desperately need something |
| 88 - 90 | They have tag-alongs or undesirables |
| 91 - 93 | They are disorganized |
| 94 - 96 | They can't cooperate |
| 97 - 98 | They don't like each other |
| 99 | They are incompetent |
| 100 | They are extremely competent |

Use the "D6" method of filling in the loose ends. Ask yourself a question, like, "Are they armored to the hilt because of a recent experience?" then roll a D6. If you roll high, use your guess. If you roll low, guess again. By getting a lot of low rolls, you'll be forced to think of things not totally obvious.

When you're done with this chart, you may wish to return to "quirks of an encountered character" and the "Response Roll" tables.

# SECTION 3:

# THE INTELLIGENT RACES

Each of the intelligent races is described in this chapter. Every race has a chart which describes an average specimen. The information includes: Size Modifier, Injury Bonus, Characteristics, Natural Armoring, the weapon most commonly carried, the creature's Advantage bonus (not including modifiers for weapon type) and the creature's Rank to hit with this weapon. Any number listed next to natural armoring is the modifier to the injury roll. For example, Leather-1 is treated as leather armor, but 1 is subtracted from the 2D6 injury roll against this creature.

To create an individual member of a race, roll 4D6 (and drop the lowest die) for each of the 12 Characteristics, then apply the values found on the chart entitled "Characteristic Modifiers for the Intelligent Races." This chart also lists the average Advantage modifier.

If the creature you are examining is not illustrated here, please refer to the Tauther Guide and other chapters.

## Acubon / Salu

The fresh water acubon and the salt water salu branched off of the human race in the millennium after the human/shanthic war.

### Physical Specimens

Their physical forms are very similar. Protective membranes cover their eyes and their skin is a toughened version of human tissue with a layer of subcutaneous fat that provides insulation against the chill of the deeper waters. They are both humanoid but their frames have oversized chests to support more lung tissue. Their lungs are hybrids capable of extracting oxygen from water, but they can only sustain themselves underwater by rapidly decreasing their respiration. Both races must swim slowly at greater depths or they will be forced to surface.

Both acubon and salu must remain in an aquatic environment if they wish to retain their underwater breathing ability. If a week passes without immersion into water, they cannot immediately begin aquatic respiration again. For each day over the first week, one day of slow re-entrance is necessary This is a painful experience for members of both races. Their most severe form of punishment is exile from the water. After a period of several months they suffer their most frightening fate: they can no longer breathe underwater indefinitely.

Acubon and salu are both very physically powerful. Their arms and legs can kick and punch at +1, making them formidable in melee combat.

### *Social And Cultural*

The cultures of these two races are very different. Acubon are quite reclusive. Their territorial nature has not endeared them to imperialistic humans. Many acubon have died in struggles to keep their lands and waters east of Khodre and many humans who have wandered into acubon areas are never heard from again.

**Acubon**

The acubon race closely guards the secret of the "coleel" gems. They are opaline, spherical gems of exquisite color, typically the size of baseballs. Acubon who venture into the monetary world of humans carry coleel for barter. Although these acubon trinkets can cost collectors up to 2 to 3 gems (Burdothian currency) each, acubon entering the bazaars of Ardoth commonly trade them for the paltry sum of only a few gemlinks.

## Characteristic Modifiers for the Intelligent Races

| | ADV+ | Size | Con | Soc | Color | Isho | Str | Educ | Learn | Agility | Speed | Aim | Spot | Listen |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Acubon | +0 | 0 | +1 | -4 | -2 | -3 | +1 | -8 | -3 | 0 | 0 | -2 | -2 | +1 |
| Blount | -1 | -1 | -3 | -8 | -5 | -5 | -2 | -8 | -5 | 0 | -2 | -3 | -1 | 0 |
| Boccord | +0 | +1 | +2 | 0 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Bronth | +0 | +2 | 0 | -2 | -4 | -2 | +4 | -2 | 0 | +2 | 0 | -2 | -2 | +3 |
| Cleash | -1 | +1 | 0 | NA | NA | NA | -4 | -5 | -5 | -3 | -3 | +2 | +2 | +2 |
| Corastin | +0 | +3 | 0 | -5 | NA | NA | +5 | -8 | -5 | -4 | -3 | -3 | 0 | 0 |
| Croid | +0 | +3 | 0 | -5 | NA | NA | +7 | -8 | -5 | -4 | -5 | -4 | -3 | -3 |
| Crugar | +0 | 0 | 0 | -2 | -4 | -2 | 0 | -2 | 0 | +2 | 0 | -2 | +1 | +3 |
| Human | +0 | 0 | 0 | +2 | -2 | 0 | 0 | +2 | 0 | 0 | 0 | 0 | 0 | 0 |
| Muadra | +0 | -1 | 0 | -2 | 0 | 0 | -2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Ramian | +1 | +1 | 0 | -5 | NA | NA | 0 | -2 | 0 | +3 | +3 | +3 | +2 | +2 |
| Scarmis | +0 | 0 | 0 | -5 | NA | NA | 0 | -5 | -5 | 0 | 0 | +1 | +1 | +1 |
| Shantha | +2 | +1 | +2 | -5 | * | * | 0 | +2 | +2 | +3 | 0 | +8 | +8 | +1 |
| Thivin | -2 | -1 | 0 | +2 | 0 | 0 | -1 | 0 | 0 | +1 | -4 | 0 | +1 | +1 |
| Thriddle | -1 | -1 | -5 | 0 | 0 | 0 | -6 | +8 | +5 | -3 | -1 | +5 | +2 | -2 |
| Tologra | +1 | +1 | 0 | -2 | -4 | -2 | +2 | -2 | 0 | +1 | 0 | -2 | +1 | +3 |
| Trarch | +0 | +0 | +1 | -8 | 0 | 0 | +1 | -8 | -3 | 0 | 0 | 0 | +1 | +1 |
| Salu | +0 | 0 | +1 | -1 | -2 | -3 | +1 | -3 | 0 | 0 | 0 | -1 | -1 | +1 |
| Woffen | +0 | 0 | 0 | -2 | 0 | -2 | 0 | -2 | 0 | +2 | 0 | -2 | -2 | +3 |

NA means Not Applicable. Modifiers listed as * require reading in the creature's description.

| Acubon | | | | | Size / Injury Mod: +0 / +0 |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 12 | Speed | 11 |
| Social | 7 | Education | 3 | Aim | 9 |
| Color | 9 | Learn | 8 | Spot | 9 |
| Isho | 8 | Agility | 11 | Listen | 12 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Spear, +2, 13 | |

| Salu | | | | | Size / Injury Mod: +0 / +0 |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 12 | Speed | 11 |
| Social | 10 | Education | 8 | Aim | 10 |
| Color | 9 | Learn | 11 | Spot | 10 |
| Isho | 8 | Agility | 11 | Listen | 12 |
| Natural Armor, Carries, Adv+, Rank: | | | | | +2, 13 |

Acubon carry spears when traveling overland. They are at least Rank 12 (or higher) with these weapons. Other than spears, some clothing, and perhaps a few coleel, acubon carry little with them when they travel.

The acubon's villages and cave-nests are hard to infiltrate; although surface entrances usually exist, they will be carefully hidden.

The religion of the acubon is very ritualistic, and glorifies the acubon's terratorialism. Acubon are vicious in combat, and are easily provoked over faith or race. Their blank, emotionless faces give little indication of their response. They strike out without warning upon taking insult. The most positive note about acubon is that they keep their word, and they always repay favors.

The language of acubon clicks and pops. It sounds garbled to speakers of Entren. Acubon commonly transpose and highlight syllables at will, when speaking other languages. Also, their aquatic music has the same crossover traits. Acubon are very touchy about being disturbed when speaking. Especially if they are taking the trouble to communicate in another language, such as Entren. Interruptions have been known to provoke fights.

### Salu

Although physically very similar to the acubon, salu share nothing in common with them culturally. Salu are involved in almost all ship construction in Burdoth, Dobre and Lundere. These creature have a natural feeling for the design of their own water worthy vehicles. These "Salu Chausis" are superb ships, and can hit 9 or 10 miles per hour in a good wind. The Chausis have "water decks." Here the Salu can hold to rigging just above the water, occasionally dipping down into the cool, refreshing depths.

Salu are quite similar to humans. Their sense of humor, concepts of law and order, and racial preferences follow human lines. Salu will often be found in human cities, and are in especially high numbers in Ardoth. Here, salu soak in special "tanker bins" (found in incleps catering to salu travelers).

Some Ardothian salu have even given up the advantages of permanent ocean life and can no longer remain submerged indefinitely. They are outcasts of their own society, but are fascinating to humans. There are several dozen of these "salibes," as they are called, living in Ardoth's Southside neighborhood. They are both appreciated as emmissaries to the dry world, but pitied by their own that remain linked to the life-giving water.

| Blount | | | | | Size / Injury Mod: -1 / -1 |
|---|---|---|---|---|---|
| Constitution | 8 | Strength | 9 | Speed | 9 |
| Social | 3 | Education | 3 | Aim | 8 |
| Color | 6 | Learn | 6 | Spot | 10 |
| Isho | 6 | Agility | 11 | Listen | 11 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Knife, +1, 13 | |

Blount are dwellers of the dark swamps of Jorune. They are Children of Iscin, and their very distant ancestors were amphibians. As the first of Iscin's works, they are the most primitive, and only semi-intelligent.

### Physical Specimens

Extremely frog-like, they are bipedal and have opposable thumbs. Blount are small creatures, approximately muadra-sized. They have slimy green skin, flabby, poorly conditioned bodies and must be kept moist in order for the blount to remain comfortable. Thus they prefer bogs and marshes as abodes of choice.

### Social And Cultural

Blount reside in small mud dwellings, each large enough to hold a family of five or six. Their days are spent gathering roots and various greens. They spend time preparing a constant supply of mathin and other limilates. Although young blount are inquisitive, members of the race tend towards xenophobia, and usually avoid strangers. Intruders are often ignored completely. Privacy is not a major concern when "mathin" can be quickly released. Mathin is a horrible concoction of roots and swamp muck that produces an odor so putrid that no creature but the blount can tolerate it (shanthas excepted). Non-intelligent creatures will generally stay away from the smell, but it is humans and related who streak fastest through swamps to get away from the wretched odor. Blount do not sell their mathin recipe to outsiders, but the mathin itself can sometimes be obtained.

The Blount's knowledge of the swamps comes in handy. Slipping down into the bogs, they swim about, circling intruders. Armed only with simple knives and their dreaded mathin limilate, they can easily force undesirables away. Blount only travel overland from swamp to swamp. They are found in rain forests, swamps, and some lakes. When away from their homes, their first response is to retreat. Blount share lake Dau-uh-deh with the acubon of the region. They generally live in the areas that acubon do not value.

Typical interactions with blount include trading for mathin (blount usually prefer metal goods, like swords), hiring blount as guides in the swamps, and asking them where to find the best crystals and limilates.

These creatures have their own language, a mixture of lizard sounds and gurgles. Their throats quiver when they speak. There is no written form of "Abahth," their language. Their attempts to speak Entren are at best, poor.

| Boccord | | | | | Size / Injury Mod: +1 / +1 |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 13 | Speed | 11 |
| Social | 11 | Education | 11 | Aim | 11 |
| Color | 11 | Learn | 11 | Spot | 11 |
| Isho | 11 | Agility | 11 | Listen | 11 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Sword, +2, 13 | |

Boccord are human offshoots. They are taller and stronger than humans, and have better Isho skills.

### Physical Specimens

Physically, they look very human, but their bodies are significantly larger. Boccord stand an average of 7' tall and weigh in excess of 275 pounds. Females average 6'8", 220 pounds.

### Social And Cultural

Boccord in Burdoth live in the company of humans, and are the second most populous race in the realm. Unlike the muadra, they have a realm of their own, Ros Crendor. Originally inhabited by the bronth before their ancient exodus to Dobre, it is now the independent seat of boccord power. Ros Crendor does not knuckle under to the Dharsage of Burdoth and the boccord have there always held their own. Border skirmishes have occurred, making the area surrounding this realm generally unsafe for travel.

Boccord society is unstructured by Burdothian standards. Theirs is a system based on respect, not strict laws. Although boccord living in Burdoth are often involved with the Drenn system, and live by its rules, they hold "Kree," (worthiness) in Ros Crendor if they are natives. This is far more valuable to them than Drennship. The boccord system places value upon subtly, restraint, and success. These concepts apply to any field of boccord endeavor. A boccord craftsman who created fine work might have the same Kree as a military commander.

The Signature skills of boccord are unrivaled among the other intelligent races (save the shanthas themselves). Boccord also have a remarkable skill at Interfering. Those who gain a true mastery of skill are called "hishtins," and can interfere with most Dysha attacks. Hishtins are in great demand in Ardothian kerning bays. Caji who are trying to make their first successful weave with a dysha would do well to follow the guidance of a hishtin. The hishtin's Interference ability allows them to reduce the "punch" of an incoming orbor bolt, giving them a taste of it without sustaining any of the more deleterious effects of the dysha. Hishtins suffers an average of one accidental injury every few months.

Boccord characters are usually from Burdoth or Ros Crendor. Those raised in Burdoth will be socialized in the human way. Those who grew up in Ros Crendor are different.

### The Boccord Of Ros-Crendor

The boccord society in Ros Crendor is mysterious to the other human and Iscin races. Few humans, muadra, or members of the Iscin races have visited boccord villages. Boccord young are closely guarded by their elders. It is not until they are 14 that they are allowed to explore on their own. In their younger years, boccord are much clumsier than humans their age and they are constantly hungry. It was for these reasons that their kind was considered an affliction upon society when they appeared in the third century after the Human/Shanthic war as they seemed to consume more than their fair shares of supplies.

When a boccord reaches the age of 13 or 14, he or she is welcomed to "bargeer," or adulthood. Proficiency with the either the boccord longbow or with Signature skills must be demonstrated before the boccord may formally take the title. It is a humiliation for a boccord to reach 15 years without success. Female boccord usually succeed six months to a year earlier than their male counterparts.

There are other differences between male and female boccord. While the males usually have a broad variety of Moon Skills, the females find that they have an especially easy time improving in Launtra and Desti. Treat both of these Moon Skills as Moderate instead of Hard for female boccord.

Boccord value their secrets. Located in the mountains of Ros Crendor are two Skyrealms and a set of ancient Lamorri ruins. Shaped like pyramids, they are called "Thoosahs" and hold special religious significance to boccord. Inside these structures are elaborate crystal chambers used to modulate Isho on a geographic scale. Although the boccord do not know how these structures work, they understand their significance and have kept other creatures from entering them for thousands of years. The Dharsage knows that there is something of interest in Ros Crendor and the thriddle of Tan-Iricid have been persistent in their attempts to enter the realm with expeditions. All are turned away. Thriddle are especially distrusted by the boccord of this realm. The questions the querrids would ask, the boccord do not wish to answer.

| Bronth | | | | | Size / Injury Mod: +2 / +2 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 15 | Speed | 11 |
| Social | 9 | Education | 9 | Aim | 9 |
| Color | 7 | Learn | 11 | Spot | 9 |
| Isho | 9 | Agility | 13 | Listen | 14 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Sword, +2, 13 | |

## BRONTH

### Overview

Bronth were the fourth of Iscin's creations. They are bipedal, like the other Iscin races, but they fare better on all fours than woffen or tologra. Bronth stand seven to eight feet tall and can weigh up to one thousand pounds. They are highly intelligent, and enjoy hard, strategic games. Much of the action in bronth communities on a lazy day is wandering between roll-pits, where competitors sit and others watch.

### Physical Specimens

Bronth have extremely good senses of hearing and smell. They can detect the presence of creatures at great distance just by their odor This sense of smell is not as great as that of woffen, but bronth are fussier about odors. It took many tense encounters between humans and bronth before humans learned not to bathe too frequently. Bronth don't trust what they can't smell.

Bronth fur is very coarse. Bronth spend some time every day grooming, but most of their daily hygiene is confined to a swim. Bronth living in human cities such as Ardoth uphold a higher standard Bronth groomers are popular in the big cities, and a brush is popular gift for a city-dwelling bronth.

Bronth have litters of two to three cubs. Newborns are paraded about, usually on the backs of the mother or father. Bronth treat the birth their children with great reverence and will only discuss the topic with close friends. Very few humans have ever been present at a time when a bronth female is giving birth. Bronth males are known to become aggressive and belligerent when their mates are in labor.

Bronth are omnivores and will eat most foods, but especially appreciate a good do-thobider steak. This meat if from Dobre and the southern territories. There are inland villages in Dobre where bronth travel more than 400 miles to enjoy what some call the best do-thobider on Jorune. The city of Hawtows is home to large herds of these creatures. Though humans enjoy the meat of do-thobider, they rarely trek across realms for it.

Bronth especially enjoy "mallmis," the thick, boiled down goop left in the bottom of empty rusper barrels. When the craving strikes, bronth can be found scooping this sludge out of the rusper kegs left to dry outside of inclep and illidges. Mallmis is a near poison for most creatures, yet bronth are always trying to encourage humans and woffen to share a drink with them. Bronth are fond of durlig, and have learned to grow it with human assistance. They treat it as a ritualistic food because it was created by Iscin.

When bronth attack, they most commonly strike out with their massive paws. A single well placed hit can knock most creatures senseless. Bronth are not above biting and pounding. Smaller creatures should worry about being squished. It's better not to push a bronth past his limits. Amongst themselves, bronth play-fight a great deal. Wrestling is a major form of recreation. Cubs are encouraged to fight, but hurting is not allowed.

## Sodal And Cultural

Bronth abhor slavery, and take steps to crush it where it exists. Their roots on thus topic date back to the Iscin Legends, when crugar dominated the other Iscin creatures. The bronth are the scholars of the ancient Iscin Legends. Around their campfires, they explain to their young how Iscin created the bronth, the woffen, the crugar, the blount and the Tologra. And how two conspiring devils, one a man, the other a crugar named "Choundra," killed Iscin.

The bronth were very young at the time of Iscin's death at the hands of Choundra, the crugar. They were enslaved along with the woffen, blount and tologra until they could stand no more. They traveled the plains of the Doben-al, and then made their first stop at the north coast of lands now called Ros Crendor. A tangled web of Earth myths and their own ideas about their origins led them to believe that the home of Iscin was on the other side of the large body of water that confronted them. They spent years building small ships, preparing for their departure. The woffen lost faith in their interpretation of the legends and headed back to the lusher pastures where they had fled the crugar.

The blount did not accompany the bronth and tologra across the sea. They found comfort in the marshes and swamps of Lake Dah-uh-deh. The bronth and tologra encountered a fierce storm at sea and their ships separated. The bronth ended up in an area they called Crendor, which in their language means "home." The area surrounding Crendor is Dobre, the larger bronth realm. The bronth never forgot the tologra, Lost Children of Iscin, in their mythology.

Today bronth rule their realm of Dobre and sub-realm of Crendor. They have withstood countless ramian attacks and their own civil wars. Bronth are represented on the Ardothian Council, and have played a major role in council decisions in the past.

Bronth have even tempers, and rarely fly into anger without reason. But they grow easily agitated when forced to wait for others, and display a threatening manner at the least tardiness. This is all show however. Bronth are slow to strike. But humans are wise to give bronth some space, especially around mealtimes. It is then that bronth are most likely to forget their own strength; in the pushing and pawing common to bronth dining, a human could be easily knocked off his feet.

## Law And Order

Bronth have a code similar to that of Woffen. It ties to their religious beliefs:

1. Iscin is to be revered. Remember him always.
2. Slavery is a crime against all who live it or witness it.
3. Intentions vindicate actions.
4. Birthing is sacred

Bronth are pushed to physical violence upon witnessing an act of slavery. They abhor slavery and will always act to end it. This is not a moralistic crusade, rather it brings up their distant enslavement by the crugar, a cruel humiliation they have never forgotten. Even bronth pets are treated openly. If a pet tarro leaves a bronth, the bronth will recruit another one. As a culture, they are partial to pets, and often have a pibber or a tarro in their home.

## Language

The bronth language of Boru makes no attempt to be either fast or elegant. It is composed of thick, solid sounds that slow down even the fastest of talkers. Bronth are rarely in a hurry. Words are often strung together to form word groups. Bronth mark such groups in their writing to indicate meaning. For example, the meanings of "bohor ahandi" and "bohor+ahandi" are completely different. The fist means a long game, and the other an endless battle (or civil war). Such differences are easily noted in speech, but characters new to Boru may find bronth companions laughing until they are out of breath the first time they ask for a "wuth doo" when they mean a "wuth+doo."

## Communities

Bronth live in groups of 30 or 40 called "bahts." A collection of dozens up to a hundred bahts is called a "ru+baht" and equals a city in other cultures. Cities are usually designed in circles, with no building permitted in the center area, which is a common meeting ground. Bronth can be seen rough-housing, playing with their cubs, or playing long, drawn-out games in the baht centers.

## Wars

Bronth have fought many civil wars in their realm's past. The last was one hundred and forty years ago. These wars have cost the lives of more bronth than all of the ramian invasions. Their wars have never been wars of subjugation, always wars over unity. The bronth legends prophetize a time when their people will be fragmented, and a challenge from afar will destroy them before the return of Iscin. All the religions of the Iscin races include some reference to a return of Iscin, or his son or daughter, but only the bronth take this seriously enough to have fought wars based upon these beliefs. These battles for unity have been bloody, and have had a lasting effect on bronth culture. Strategy and tactics are taught bronth at an early age. Basic battle skills are taught to each generation. Battle skills to kill other bronth. Though they all fear the outbreak of another such an apocalypse, they help train to make it happen.

The sub-realm of Crendor has a secret, secondary purpose known to few outsiders. A collection of weapons chambers and battle schools are cloistered among dense forest here. A few bronth from every rubaht of the realm are sent here each generation to be prepared in the case of another "bohor+ahandi" or endless battle. They are given special training and learn the location of a hidden cache of weapons. The grounds into and out of Crendor are sacred. Bronth will not fight one another near here.

When hostilities start, weapons of destruction are taken from Crendor by each ru+baht. Over the next few years communities gravitate to one side or the other. Little happens after a bohor+ahandi, except the burying of the dead. There is no large change in the power structure of the realm because most power is local. Bronth organize to defend the realm as a whole against ramian, but there is little interior defense.

### Architecture

Architecture must be designed with especially high ceilings to accommodate bronth. Because even a few bronth clients will cause a pick up in business, many of Ardoth's cleps and illidges go to the effort. Bronth prefer an open-air ambiance when possible. In Dobre, buildings are only partially roofed. Bronth live in two extremes. They prize fresh air and the outdoors, but Dobren "oods" are underground pits filled with leaves and sod that bronth sleep in from time to time. There are several ood spots in Ardoth for bronth to use.

### Bronth Strategy Games

Bronth are fond of "doora," an ancient strategy game. It is played with pieces on a board that each have an alignment. It is a simulation of a growing war, like their "bohor+ahandi." The pieces are quite beautiful, and doora crafter is a respected bronth occupation. The pieces are made of wood, but brynk hardwood is the preferred material.

### Celebrations

Bronth celebrate few holidays. They believe that to favor one day too strongly is to forget the others. Their calendar is filled instead with remembrances. They observe Day Iscin, when Iscin was killed. There are the 11 "Toh+reens," or days of sorrow for the biggest of their civil wars. "Ris Aris" is their day of planning for Iscin's return. Bronth do no work on this day and avoid the contact of other races.

### Other Realms

As has been mentioned, bronth blame crugar for the death of their creator, Iscin. They will not attack crugar on sight, but neither are they likely to help a crugar in distress. The two races rarely come in contact, except in human cities. Most crugar live in Temauntro, and bronth live in Dobre.

Bronth dislike their northern neighbors, the ramian. For as long as the bronth have lived in Crendor and Dobre, ramian gire (pirates) have pillaged the coastline. Ramian do not try to settle here, only to attack coastal communities and trek inland in search of shirm-eh. The sub-realm of Crendor has turned into a military installation dedicated to rapid deployment of ships and bronth soldiers. Dobren loo-raums are ships designed for battling ramian on the seas.

Bronth and woffen have lived as neighbors in peace for thousands of years. Other than minor disputes, they have never battled one another. In the Energy Weapons War, the woffen and bronth teamed together with muadra to form an alliance against the humans and their energy weapons. The land between Dobre and Lundere is called the "Shuul," and is hot and barren.

Dobre borders Burdoth across the Sychill Straights, a narrow channel of water that stretches 40 miles across at the closest point between the two realms. Commerce flows between the city of Sychill and Dobren cities of Tlon and Udah. Bronth are often found in coastal cities in Burdoth, and human traders are common in Dobren trading centers.

### Playing a Bronth

If you choose to play a bronth character, you must come up with your reasons for being in Burdoth (if that is the campaign's start), and why you desire Drennship. As a bronth you will generate considerable interest among humans. How does your character deal with the chatter of humans? Where is his favorite "ood?" What effect did the last civil war have on your family? How well do you get along with woffen? Were you raised near the Shuul?

| Cleash | | | | Size / Injury Mod: +1 / +1 | |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 7 | Speed | 8 |
| Social | NA | Education | 6 | Aim | 13 |
| Color | NA | Learn | 6 | Spot | 13 |
| Isho | NA | Agility | 8 | Listen | 13 |
| Natural Armor, Carries, Adv+, Rank: | | | | Carapace, X-bow, +1, +7 | |

## Cleash

### Overview

From the Ice Fields of Gilthaw come the cleash. Exiled there by the shanthas thousands of years before humans set foot on the Jorune, they are poorly suited to the barren landscape and frigid climate of the Gilthaw. They have been spotted in the East Trinnu Jungle Lands since 3464. It is not known how or when they arrive, or what they do there, but their numbers are growing. They are a deadly menace, especially to the peoples of the southern city of Miedrinth, who send parties into the Jungle Lands in search of crystals and limilates.

The cleash are a race of insect-like, intelligent, bipedal creatures. They travel the world in their K'crikss ships: large, narrow, water going vessels with masts that soar twice the ship's length in their height. Cleash are feared and despised by most races on Jorune for their relentless aggressions against others. The Cleash themselves are not well suited to the frozen wastelands in which they live, and for millennia, scholars have searched for clues that explain their existence so far North.

#### Physical Specimens

The body of the cleash is large, but its appendages are relatively weak. These creatures have hard, chitenous exteriors. Cleash stand slightly taller than humans, but weigh several hundred pounds more.

Although they have six limbs, they rarely engage in hand-to-hand combat, preferring to attack while opponents are still at range. Although capable of fighting with swords, they have trouble gripping the hilts of weapons. They prefer cross-bows, pole arms, and their capsules.

Cleash are capable of producing capsules from glands in their abdomens and thoraxes. These small, hard, chemical bombs are thrown at opponents with deadly effect. Cleash can create a new capsule every minute or so. They stock up on capsules before entering dangerous situations. Capsules have been known to give off heat, intense cold, smoke, blinding gas, light, food odors, knock out gas, tangly vines, and repulsive odors. Capsules can also give off powerful concessive blasts.

Cleash children are hatched from eggs about 4 inch in diameter. If heated over a flame, the unhatched eggs will become beautiful crystalline spheres. Cleash often do this when need barter. In theory, the practice is repugnant to many, but the crystal spheres

*THIS CLEASH GUARD IS ABOUT TO REALIZE THAT HIS CROSSBOW IS NO MATCH FOR THE THROW—EXPLODES AT HIS FEET*

are popular wedding presents throughout human societies. The practice of giving these flamed eggs started at a time when humans were ignorant of their origin. Traders of the eggs kept the origin a secret for fear of repelling shoppers. Then, in 3465, a group of Gloundan Jer witnessed the flaming of eggs and reported their findings to the people of Miedrinth.

Without preparation, cleash cannot sneak up on anyone who can hear. They move noisily, and their joints make a creak-jeek sound with each step. Cleash can quiet their joints with a special lubricant made from plants which grow on the island of Sillipus. Cleash can run for short distances, but tire quickly. Scarmis, on the other hand, are excellent runners.

Cleash have an ability to dominate and control scarmis, a related race. The aroma and the distracting sparkles given off by their canthers (the large humps at the top of their backs) are said to be their means of control. Through these signals they seem to be able to direct scarmis to do their bidding. Cleash can directly control the actions of scarmis up to 20 yards away, and once within this range a scarmis will perform any duty assigned him for up to the next 5 hours.

When Earth scientists found cleash in the ice fields, they were at a total loss to explain the habitat. Also strange was the discovery of machined tools in their encampments, strange clues of a more advanced technology than the cleash seemed capable. They, along with the corastin, ramian, and thriddle, are not native to Jorune, but were left behind after the Lamorri colonization.

### Social And Cultural

Cleash always attack shanthas, attempting to destroy them at any given opportunity. Cleash fanatically lay down their lives in the pursuit of shanthic destruction. These actions fall into context when one takes into account that it is the shanthas that have exiled the cleash to the forsaken lands of the Gilthaw. Details of cleash attacks are few, for rarely are there survivors. And, although they have attacked no city as of yet, they are seen as a major threat to the stability of Burdoth. There has been no organized attempt to rid the Jungle Lands of them.

There is no history of cleash being treated with hostility by any other race, yet they almost always attack on sight. Their origins are linked to those of the scarmis. Both came with the Lamorri expedition to Jorune 1500 years before the humans arrived. When the Lamorri left Jorune, defeated by the shanthas, the cleash were abandoned. Only those in the Ice Fields of Gilthaw survived the wrath of the shanthas.

These creatures are categorized by historians as "Demons of Evil," and as "Takers of Lives." It is evident that cleash feel no remorse in killing. Their senseless slaughter of towns-people is proof of their bloodlust. They are despised in most realms, and are mentioned in the lore of all the intelligent races.

### The East Trinnu Jungle Lands

Cleash love to eat spirrics (see: giggit). They spend their time in the East Trinnu Jungle Lands in frantic pursuit of spirric, area reconnaissance, and terrorism of all sentient life. The Jers from Miedrinth (jungle runners) have learned to keep a safe distance from the cleash, but some will escort thrill-seekers into the East Trinnus for a glimpse of them.

Cleash of the East Trinnu Jungle Lands send scarmis for supplies and tools to nearby towns, often Miedrinth, and small towns in Anasan. Scarmis enter towns and cities in small groups, using cleash eggs as bargaining items. An egg usually costs 5 gemlinks. The earlier the egg is heated, the smaller, but more beautiful it becomes.

Cleash do well in groups. Their encampments contain upwards of one hundred members in the Gilthaws. In the East Trinnu Jungle Lands they travel in smaller groups, usually a squad of 6. The cleash population is increasing in the East Trinnus. Peoples of Jorune often wonder what plans they might have there.

| **Corastin** | | | | Size / Injury Mod: +3 / +4 | |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 16 | Speed | 8 |
| Social | 6 | Education | 3 | Aim | 8 |
| Color | NA | Learn | 6 | Spot | 11 |
| Isho | NA | Agility | 7 | Listen | 11 |
| Natural Armor, Carries, Adv+, Rank: | | | | Crudge, Club, +3, 13 | |

Corastin are the largest of the intelligent races. Corastin are not very bright, but they can converse, and enjoy socializing.

### Physical Specimens

They stand a full three and a half yards in height. While reptilian in appearance, they are more like mammals, being warm-blooded and bearing live young. Corastin babies are very ugly by human standards. Humans should refrain from negative comments should they wish to live long enough to reproduce themselves. Corastin musculature is quite sturdy which, combined with their large size, present some impressive physical specimens. They have a vestigial tail, but possess extremely functional claws on hands and feet. The poor hearing and eyesight of the corastin prevent them from being very effective guards, but they are always in demand for the level of intimidation that they offer. Those who would trespass usually believe the line "come closer and I'll pound you to mulch."

The corastin is covered with a heavy, rubbery, layered skin called "crudge." Although it does not deflect weapon blows, it does slow them down; subtract 1 point from all wound rolls against crudge armor. Corastin are so large that targets above the chest are impossible to strike in melee combat, should an attacker even be given the chance. While at home in the wilderness of Jorune, the corastin aren't native and were left behind by the Lamorri. They don't seem to miss their old masters much.

### Social And Cultural

Corastin usually live on their own, but in the vicinity of others of their kind. They enjoy socializing, and will temporarily move to the encampment of another corastin whose company they enjoy.

There is more to a corastin get-to-gether than meets the eye. In larger groups, corastin rub their fleshy horns, called keebas, together. Ordinarily, the glands in these horns are insensitive, but when rubbed against another corastin, they take on a bluish glow. In this state they are very sensitive. The rubbing sometimes continues until a keeba breaks free. An intimate ritual then follows, and the corastin part ways. The detached keebas are exchanged, and kept by their recipients as prized possessions. Over years they shrivel and shrink, unless a corastin can obtain emmersol petals to soaking them in. Corastin who live in areas where this flower is not indigenous will search indefinitely for it.

Whether the keebas play a roll in corastin reproduction is not known to humans but there is much positive speculation about this. Corastin are not eager to share their secrets with humans, and trust that thriddle who have been among them will not divulge what they have seen.

Corastin groom themselves with their saliva. Daily grooming is a private time Creatures that intrude upon grooming corastin will

hopefully have many beads to make up for the transgression.

The homes of corastin are often caves, trenches, huts, or pits. The tribute they collect is often kept buried not far from their homes. A common believe amongst corastin is that buried tribute brings them luck.

### Interaction with Other Races

*Corastin are violently territorial, but instead of first attacking those who violate their homes, they will usually request an offering. Most any tribute will do. Corastin are more interested in the quantity* of the offering than the substance. They understand the concept of currency, and appreciate small trinkets. Ten or Twenty pounds of tidbits will totally thrill them Those who have the misfortune of offering too little, or wake a sleeping corastin, will be faced with a violent, club-wielding behemoth of monstrous strength, capable of bashing the life out of the trespasser.

Corastin enjoy a remarkably friendly relationship with thriddle to the point of inviting them to their encampments. The basis of this interaction is unclear. A common vacation spot for thriddle is in the middle of corastin encampments.

### Corastin Amongst Humans

When not faced with territorial claims, the moods of corastin are pleasant. Corastin have even been known to travel with other creatures for short periods of time.

These enormous creatures demand a great deal of privacy. Their grooming habits require a secluded area, usually not available on a crowded ship or in a city. Corastin are so large that otherwise enclosed areas will not fit them.

Corastin can be found in many Jorune cities, but none of the colder ones. In towns, they are usually hired to perform burdensome tasks like moving and lifting crates, helping in construction, etc. Corastin understand the concept of slavery quite well. Those who attempt to enslave them usually end up as pulp dripping from the end of their powerful clubs. For this reason, corastin and bronth seem to have a basic respect for each other.

In most realms, the language of corastin is a very simple series of short, exhaled sounds. It is a dying tongue, as younger corastin now favor Entren, which they pick up quickly. Corastin have a knack for many languages, even with their otherwise limited brainpower.

| **Croid** | | | | | Size / Injury Mod: +3 / +4 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 18 | Speed | 6 |
| Social | 6 | Education | 3 | Aim | 7 |
| Color | NA | Learn | 3 | Spot | 8 |
| Isho | NA | Agility | 7 | Listen | 8 |
| Natural Armor, Carries, Adv+, Rank: | | | | Crudge -1, Club, +0, 10 | |

Croid are heavy, slow moving brutes of incredible strength, but only borderline intelligence.

PHYSICAL SPECIMENS

Their bodies are covered by a tough, layered skin called "crudge" Treat crudge as leather armor, but subtract an additional 1 point from all damage rolls. Although protective, the crudge does have its drawbacks. These creatures must avoid cold weather. The innermost layer of the crudge grows rapidly when exposed to frigid conditions, and powerful itching is the result. For this reason, the cleash "cold capsule" is an especially effective weapon against croid. Croid live in warm or hot environments. They can be found in the deserts and plains of the planet. Although well-adapted to Jorune, croid are among the species that do not seem to be of native evolution. Their presence here when the humans arrived has yet to be adequately explained.

Standing at an adult height of three meters, croid are enormous. They out-bulk even corastin. They are living terrors in combat, even without weapons. Croid can grab sticks or boulders with equal dexterity, and throw any lifted object a great distance with deadly force and accuracy.

The croid's neck-glands, or "sahs", are their Achilles Heel. Although very difficult to hit (+10 to hand-to-hand attacks, +18 to range attacks) the area is unarmored by crudge. Add 6 to damage rolls made against this spot, and treat sah wounds as hits to the head. Croid are most often killed by a single, well placed blow to this vulnerable spot (they're easier targets after a cold-capsule treatment).

Croid found in the wild will often be infested with scragger. The two creatures have a semi-symbiotic arrangement: scragger are allowed to feast on overgrown crudge, and croid feel free to pluck a juicy scragger for a snack.

Croid walk at a slow, lumbering pace until they have succeeded in lulling their opponents into a false sense of security. Then they lash out with almost human speed. Although these little bursts of energy usually last for only 5 or 10 seconds at a time, that's plenty of time to grab an unsuspecting onlooker. Triple the croid's speed for this duration.

Croid are not selective eaters. They will swallow anything that was once alive. Whatever they catch, they eat. Their chosen staples include beagre, scragger, an occasional scrade, vintch hearts, and dharmees (their favorite). They will eat intelligent prey, but not before severing an ex-opponent's head as a prize. The bones hanging from victory-necklaces jangle when croid are on the move. Few wish to end up as croid jewelry. These creatures are typically avoided.

SOCIAL AND CULTURAL

Croid are only allowed in civilized areas while under the constant supervision of a beaster. In Ardoth it is illegal for a croid to roam at will. To maintain control over these creatures, beasters attach reins to their sahs. So delicate are these neck glands that control can be maintained by slightly tugging on a croid's tether. Bronth are troubled by subjugation of any kind, but given the croid's universally aggressive nature, they have refrained from involvement. They prefer to excuse themselves from settings where croid are being handled.

Croid fight among themselves. Their rumbling roars can be heard from miles away. When the ground shakes and the croid are bellowing, it is difficult to believe that their armoring is tough enough to keep the croid from killing each other. Their battles appear to be turf wars, and croid don't mind a day's travel for a face-off. Sports-minded humans take trips out to reported croid fights to watch the spectacle. And bet on the outcome. This sport is not without its risks, as incidents of attacks on spectators have been reported.

The croid language coarsely assaults the ears with its very primitive, primordial grunts. Few non-croid learn to speak this language, and even fewer croid can communicate in Entren. The efforts of humans to imitate croid language are often reserved for frightening young children. Outside cities, croid encounters are usually confrontational.

| Crugar | | | | | Size / Injury Mod: +0 / +0 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 11 |
| Social | 9 | Education | 9 | Aim | 9 |
| Color | 7 | Learn | 11 | Spot | 12 |
| Isho | 9 | Agility | 13 | Listen | 14 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Sword, +2, 13 | |

Dyshas: Lightning blast on a 6

(Increase Isho Points by 2D6 x 5)

Crugar are a genetically engineered race based upon the cougars of ancient Earth. They are cunning creatures, able to out-think their opponents in the wild. Crugar extend their cunning even to their physical poise; many are the combatants lulled into a false sense of security when they see "cougars" approaching on all fours—only to watch them stand moments later, swords, teeth and claws at the ready.

For hundreds of years, since the time of Caji Gends, crugar have been able to use the Lightening Blast dysha. Bennid Ho Gomo, a thriddle friend of Caji Gends, naively taught them to weave the bolt. This talent is still common among this race.

### Physical Specimens

Crugar are excellent at climbing and jumping. They can leap great distances with accuracy, perch on tiny ledges, and recover from terrible falls. They are more agile than humans, but are a little slower at learning complex physical motions, like mechanical repair.

Crugar prefer to walk on two legs most of the time. They are the only Iscin race that did not lose the unhindered advantage of running on all fours. Crugar sprawl out to relax at the end of a day. Lounge chairs hurt their backs. Crugar sometimes travel with cougar in the wild as a form of protective cover. At a distance it is hard to visually differentiate between the two races.

Crugar have amazing senses of hearing and smell. However, like the woffen, they suffer from an inability to distinguish between a complex array of sounds. Crugar have a difficult time following a conversation in a noisy, crowded room of people. Their hearing is especially sensitive to the higher frequencies. But a crugar can usually hear even the most stealthy approach.

Crugar are atrociously bad shots. They have no color vision, and their black and white vision begins to fail them at ranges as close as 10 yards. At greater distances crugar can resolve motion, but can make out few details. Still, this does not take away from their incredible acrobatic skills.

Crugar fur is short while that of the cygra is grows long and white. This fur keeps them warm and prevents many superficial wounds. Crugar are meticulous in the grooming of their fur. Personal hygiene is a high priority for all crugar and cygra. A sign of a sick crugar is unkempt and ratty fur.

On the west coast of Temauntro, crugar have taken to styling and trimming their fur. Considered a pretentious display by the crugar from other regions (especially cygra), the special attention to grooming is highly regarded by thriddle travelers in Chaln Imagri. Crugar fur is shed each Mullin, but the hair is lighter and carries less odor than woffen hair. Crugar consider themselves the most fastidious and cleanest of the Iscin races.

Crugar parents ideally have between five and seven children. The average crugar pregnancy results in paternal twins, though three and four children are not uncommon. The gestation period for crugar is a little under 7 months (less than three seasons on Jorune).

The crugar diet consists of vegetation and small animals. Only sick crugar eat durlig; the taste of the plant brings bitter scowls to their faces. Mowga roots are a staple, and the intoxicating limrah berries a delicacy. Crugar will trade local limilates for limrah.

Much of the behavior of crugar comes from instinct. They react to their surroundings, rather than thinking before acting. Crugar use (or abuse as humans like to think) their natural jumping and climbing abilities to scale fences and walls, leap onto or off of ledges and snake up trees. Crugar children chase each other for fun indoors and out. In cities this can cause quite some commotion as load bearers are knocked off their feet, ladders are tipped over, and fresh flowers are trampled. The yords in Ardoth keep a watchful eye on the few crugar children in the city.

In general, crugar have poor social skills. Even when they gather amongst themselves their conversations are terse and limited. They are more open within their families, but they keep their mouths shut around strangers. It is rare for a crugar to greet a stranger with more than a note of acknowledgement; human strangers rarely receive even that.

### Disposition

Crugar are irritable and impatient around food; mealtimes are the most common times for fights to break out. A nasty fracas is likely to start for reasons that go over the heads of humans but are clear to crugar. Their body language is a fine science. Subtle posturing of the head and the arch of the back can signal a silent challenge that would be a humiliation to ignore. Casual fights amongst crugar usually stop at the first sight of blood, though crugar are known for their viscousness in real combat. Once engaged with an enemy, a crugar is unlikely to withdraw unless losing badly.

Humans and their direct relatives, the muadra and boccord, have a remarkable knack for provoking crugar. Crugar usually know when they're angering each other, but humans can walk into a room full of crugar and find ways to insult each and every one. Forgetting to pronounce written ch's as sh's is a common mistake. A consensus of crugar believe that humans purposely mispronounce the name of their ever-famous leader, "Chaln Dolcha," by using the hard "ch" sounds instead of the proper, softer "sh". Though the difference to humans is slight, in Chaun-Tse, the crugar language, the second version translates to "clumsy idiot." The greatest insult a crugar can receive is to be called clumsy. Sloppy human gestures and postures are annoying to crugar and are seen as a sign of weakness. Characters with low Dexterity Characteristics need to be careful not to start a fight just by entering a room.

When crugar attack out of anger, they attempt to first knock their opponent off balance. A quick swipe to the face is usually sufficient against unarmed opponents. If a crugar is ever brought to the ground, it will squirm and hiss in an attempt to right itself. In a dangerous situation a trapped or pinned crugar will exert itself to the point of breaking its own bones.

Crugar cool off slowly after a fight. They withdraw socially and are unprepared for conversation for some time. It is always wise to give a crugar five or ten minutes after any scuffle or altercation to regain his senses. Crugar are very picky about manners, and expect anyone who they give a chance to interact with them to know many details of formality, deference, and (here's the killer) language. A mispronounced word in Chaun-Tse can mean death.

Culturally and politically, arrogance has proved a major stumbling block to crugar development. Always ready to fight, they are seldom able to unite under a single leader for any length of time; the strongest among them are always jockeying for position, and it isn't often that a crugar wields enough charisma to keep challengers at bay for long.

## History

After the blount, Iscin created the crugar. It was to be his first mammalian creation, and one with superior reasoning and greater physical presence. Based upon Terran cougars, they would be agile, fast, and curious. Iscin hoped that these creatures would serve to replace the blount in some key respects, mainly as lab technicians. What Iscin found instead was that too much of their instinct remained to give them the calm mental state necessary for delicate and time consuming experimentation. Their physical coordination was excellent, but they had no patience for the work. They quickly became Iscin's laborers and sentries.

After the time of Iscin's death, the crugar imprisoned the other Iscin races: the woffen, bronth, tologra and blount. Their captives eventually revolted and escaped to the west. Alone in the Gauss Valley, the crugar quickly disbanded. Some headed west, curious to see what the other races had found. Many remained in Burdoth. Those that traveled west never met up with their cousins, but eventually reached the top of the Dowtrough Mountains. The view made a lasting impression from which they named their new home; they called it Temauntro, or "Large Land."

Over the next few centuries crugar began splitting into two different genetic groups. Most were like the original crugar, tan colored short fur, high strung. The others were quite different. They had long white fur and calmer, more even dispositions. In a natural progression of events, the "cygra," as the lighter haired crugar were called, journeyed to the tundra and snow covered wasteland of northern Temauntro.

## Law And Order

Temauntro is a lawless land; rules carry weight only in the major cities. Villages have their own doctrines of behavior, varying slightly from those set down by Chaln Dolcha more than fifty years ago. This great crugar leader was able to mobilize almost the entire population of Temauntro for a cohesive strike against Burdoth. The effort made it all the way to the capital city of Ardoth. Chaln Dolcha's laws have fallen into varied acceptance since the time of his death in 3437.

Preambles:

1. Iscin died as a martyr to the evil of his antithesis, Bomoveris.
2. All humans contain both the good of Iscin and the evil of Bomoveris.
3. Humans cannot be trusted, though Iscin is to be revered.
4. Woffen and Bronth abandoned the valley in which they had known safety.
5. The ancient spawning ground of the Iscin races shall one day return to the crugar. Temauntro is a temporary home.

Laws:

1. Worship Iscin each dawn of Gobey (every 17 days).
2. The body of a crugar man or woman is private. It must not be invaded by human hands (save those of Iscin).
3. Kill only with passion and purpose
4. Defense, Temauntro, and Iscin are reasons to kill.

Those that break these laws are punished by observers of the transgression. Enforcement is limited by the number and disposition of those whom witness the crime.

## Demographics

Crugar live primarily in the vastness of Temauntro, though they have attempted to forge an existence in Burdoth repeatedly since humans grew to numbers there in the first millennia. Crugar still live in Burdoth, but not in an allied sense. For example, most crugar that live in Ardoth consider themselves Burdothian, and show allegiance to the city. There is even a crugar among the dreaded Ardothian Red Capes. Crugar are found in small numbers in Drail, Jasp, and Tan-Iricid. Several thousand crugar wander the Doben-al either searching for rare limilates or living their lives as rogues and terrorizing defenseless parties — travelers in the Doben-al have no way to judge their intentions at a distance.

Small crugar villages in Temauntro are comprised of eight to fifteen families. This is the size of a typical crugar clan, called a "pawm." Groups of pawms are called "willages" and are less common. There are only a few crugar cities, all lining Temauntro's west coast. Of them, Chaln Imagri is the best known. Originally named Imagri, its name was expanded in reverence to Chaln Dolcha after his death in 3437.

## Culture & Institutions

Religion: Crugar follow a variation on the Iscin religion practiced by the other Iscin races. They do not see themselves as minions of evil or as devil spawn. They consider Choundra, the crugar that accidentally killed Iscin, to be a hero. Iscin is seen as a martyr to his creations. In their version of what took place three and a half millennia ago, a grizzled human by the name of Carl Bomoveris happened upon their encampment and killed three crugar with his blaster. These three were Choundra's two brothers and one sister. Iscin arrived too late to stop the massacre, and then embraced the other human as friend. It was the first human other than Iscin any of the creatures had ever seen. Bomoveris and Iscin spent the night talking, further infuriating Choundra in his grief. The next morning, Choundra approached the two, armed with a blaster, and demonstrated both a crugar taste for vengeance and the race's poor aim. When the scuffle was over Iscin was dead and Bomoveris escaped. Other creatures entered the scene to see Choundra standing over the fragmented remains of Iscin's body, blaster in hand. The baby tologra did not believe it was truly Iscin, and conducted a search, but what had happened was easy to piece together. Out of fear of reprisal, the crugar, in their superior numbers, took command of the situation and attempted to run the camp just as it had been run before Iscin's death. Except with their race at the helm. As the eldest and most populous race and with a cache of weapons at their disposal they received no opposition from the other races. A revolt spearheaded by bronth emancipated the other creatures, who headed west and out of the valley. The encampment quickly fell into ruin without the support of the other creatures. Eventually the crugar abandoned it.

In their version of history, Bomoveris was the evil one, and Choundra merely the grieving brother of three slain crugar, all children of Iscin. After Iscin's death, the crugar thought that they were taking care of the other races, not enslaving them. They were well fed, and should have been content.

The existence of the mythical Bomoveris is downplayed by the other Children of Iscin. They feel that the crugar have created a version of history to vindicate themselves.

Crugar practice Chen Ichi, their form of the Iscin religion. Chen Ichi celebrates the glory of revenge and righteous action. Crugar have no excuses to make to the other Iscin races. Choundra's actions were justified, even though an innocent died by mistake. Leaders of the crugar faith are the warriors called, "Tauch-kie" They travel the land freely, settling with pawms or willages for a time and then moving on.

CELEBRATIONS: Crugar have few celebrations. The anniversary of Chaln Dolcha's birth, and that of his death are both remembered. The day of his birth is festive; that of his death is somber.

Crugar marry late in life, though this was not always so — the average marrying age is 22. They take their mates for life, as there is no legal divorce in the crugar system. This is a self-imposed principle that needs no enforcing.

ARCHITECTURE: Crugar architecture is very interesting by human standards. Windows and doors are very large, and roofs are considered one of the floors. Chaln Imagri is a particularly beautiful city. Its buildings offer spectacular views several stories up. More and more today, human architects from Burdoth visit Temauntro to study crugar style and construction techniques. Every crugar pawm and willage has at least one hawma hut. Constructed out of scrap wood and rope, a hawma hut is built above the ground. Crugar leap and climb to its entrance. They stretch out on the maze of ropes and sticks for hours at a time Hawma huts are usually quiet and are never the site of hostilities. Two grudging crugar will quietly slink down and settle their differences elsewhere. Hawma huts are dismantled and carried when crugar relocate. To be allowed up, a crugar must be able to leap to the first level at least once without climbing the sides.

ART: Crugar sculpt and build, few of their artists paint. Crugar love to make purring sorts of sounds to each other. To them it is a form of singing. In the evenings, their willages are alive with their contented cacophony. Crugar enjoy dancing to the music of their flat "re'owla" flutes.

LANGUAGE: The crugar language, Chaun-Tse, is a mix of chewy vowels and soft consonants. The sound of their speech is an annoyance to many. Strong difference in dialects of Chaun-Tse exist throughout Temauntro and beyond, but crugar are still able to understand each other. There are notable differences between the Chaun-Tse of crugar and that of their northern cousins, the cygra.

OCCUPATIONS: Crugar tend to specialize within their encampments. Each pawm and willage has its Tauch-kie, its designated perimeter guards, its hunters and its gatherers.

CRUGAR AT WAR: Crugar have repeatedly fought each other during their long history in Temauntro. Their wars have been fragmented, poorly organized and executed. Crugar troops have difficulty following orders. In their battles against humans they have been more successful. The concept of a common enemy helps unite crugar into a more effective fighting machine. Crugar don't want to take prisoners, but occasionally refrain from killing disarmed soldiers. Crugar expect to return from battle victorious or to fall in battle. Crugar who return injured are sneered at.

### Crugar And Other Races

Crugar have been at odds with woffen since the time of their creation. They represent an opposite mix of instinct and intellect. Their motions and gestures annoy one another. They find the sounds of each other's voices grating. The philosophies of culture and war run in direct opposition to each other. Woffen must cherish each newborn, while crugar have been known to abandon unwanted children.

Humans who travel Temauntro are treated with suspicion. They are watched from distance, and sometimes tracked. Human travelers are stopped by border patrols before entering a pawm or willage. A small tribute and good crugar manners are the least things expected of a visitors who wishes entry. Good manners include speaking with head held low, and squinting, in the annoying crugar fashion. Humans are not greeted with affection upon entering a settlement, and few crugar will make eye contact with them.

### Playing A Crugar

Crugar characters: Expect most races to fear you and your "predictable" sudden temper. Also expect others of your kind to be wary of you if you seek out interracial contact. Crugar have been known to sink to the sleaziest of levels to sell out all but their own kind; any crugar who betrays his pawm (clan) knows there is a price on his furry head. As far as you can get others to trust you, realize your value to a party. You possess language skills that few non-crugar will ever realize, you can appear to be another animal entirely (the unaltered descendants of Earth cougar), you can gain access for your party through crugar controlled areas, and these are but a few of your assets that don't even bring your learned and inherent skills to bear.

| **Human** | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 11 |
| Social | 13 | Education | 13 | Aim | 11 |
| Color | 9 | Learn | 11 | Spot | 11 |
| Isho | 11 | Agility | 11 | Listen | 11 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Sword, +2, 13 | |

## Humans

### Physical Specimens

The human form has not changed over the millennia, although humans on Jorune are slightly taller and heavier than they were on earth. The average human male stands about 6' and weights about 180 pounds. Female stand an average of 5'10", 145 pounds.

### Social

Humans represent the majority of the intelligent Jorune population. Their society, the most "civilized" on the planet, is generally considered the norm, especially by humans themselves. Although over the years they have grudgingly accepted muadra, boccord, and other races, none have been truly welcomed into the ruling ranks. Muadra are carefully supervised, and their use of dyshas is restricted within city limits. Boccord have been slightly easier to coexist with. Luckily for humans, the newly discovered caches of earth-tec empowered only their race; no other creature (including muadra and boccord) is able to use energy weapons without modification, as they are activated by a fingerprint identity check of the user — and muadra and boccord do not register as human. These weapons can be altered to fire without the scan, but this is expensive and illegal if done without the Dharsage's permission.

Humans can be found in all corners of Jorune, but have no cities in the treacherous areas like the Trinnus, Voligire, or the Gilthaw. But if players end up in some unknown region, there's a good chance that humans exist not far away.

Humans come from a wide variety of backgrounds. They generally dislike or despise the cleash, ramian, and crugar, but have some affinity for thriddle, woffen, and bronth. Human trust of muadra is weak, but growing stronger with time. The Energy Weapons War is less than 50 years past.

Most humans of the Burdothian countryside have never seen energy weapons before, although they may know of their existence. Daij, on the other hand, is an almost universally applied concept. Even in the backwoods communities, daijic can be found, although places with little Ardothian contact often use highly trained Caji as daijic (they can work without crystals or daij meat). Such a system works only when muadra are trusted members of society.

| Muadra | | | | | Size / Injury Mod: -1 / -1 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 9 | Speed | 11 |
| Social | 9 | Education | 11 | Aim | 11 |
| Color | 11 | Learn | 11 | Spot | 11 |
| Isho | 11 | Agility | 11 | Listen | 11 |
| Natural Armor, Uses, Adv+, Rank: | | | | None, Dyshas, +2, +6 | |

Muadra are offshoots of humans with extraordinary Isho abilities. Muadra can become orb weavers. Muadra are close relatives to the humans. They are the only race of creatures other than the shanthas able to harness the full spectrum of Isho necessary to master dyshas in each of the color groups. Although muadra have existed on Jorune since the early years after the Earth colony, it is only within the past 40 years that they have made a concerted effort towards dysha education for all their race.

### Physical Specimens

Muadra are a little smaller and weaker than humans. The average height and weight for a male muadra is 5'5", 120 pounds. Females average 5'3' and 105 pounds.

### Social

Muadra culture is closely related to that of humans. For the most part, muadra live in human cities, and take human occupations. Those who endeavor to learn dyshas, to master Isho, are called Caji, in remembrance of Caji Gends, the first muadra to learn dyshas. True masters of dyshas and Isho are called Copra (from the shanthic word).

In general, "Isho illiterate" muadra will be poorly mannered, and of low educational background in other respects. The inability to create even a simple naull orb is seen as a sign of "stupidity" in Caji society, at least in the larger cities. Pockets of muadra found totally out of contact with the muadra society of Burdoth will have no dysha skills; they won't even be able to kern. Such pre-cursors to the present muadra concept are often referred to as "muads."

In the city, muadra know dyshas on a roll of 2 through 6 on a D6. Muadra who grow up in the country know dyshas on a roll of 6 on a D6.

The ramian are a tall, intelligent race armored by hard bone exoskeletons. They are very xenophobia, and do not appreciate strangers wandering into their secluded northern realm of Voligire. Yet another of the "other" races, the ramian are not native to Jorune and must have come with the Lamorri.

| Ramian | | | | | Size / Injury Mod: +1 / +1 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 14 |
| Social | 6 | Education | 9 | Aim | 14 |
| Color | NA | Learn | 11 | Spot | 13 |
| Isho | NA | Agility | 14 | Listen | 13 |
| Natural Armor, Carries, Adv+, Rank: | | | | Leather, Sword, +3, 13 | |

### Physical Specimens

The motto of the race is "Rurvi Tchorko," (Powerful Silence) Their postures embody this attitude. Ramian are slim creatures, standing approximately 3 yards in height. Ramian are quite mobile — long legs allow a rapid gait. They can maintain a speed of 5 miles an hour, up to 14 hours per day.

Their appearances are deceiving. They are as strong and dexterous as boccord, without the bulkiness. They prefer to use bolas at range, and employ the famous ramian "hard-swords" when in closer quarters. The hard-swords of ramian are crafted from rock indigenous to the Voligire region. It can be sharpened like metal, but is very heavy and swings like a club. Treat this as a sword for combat purposes, but add 1 to the injury roll as a bonus.

The differences between the male and female of the species are not readily apparent. A ramian's *personality* certainly gives no gender clues. Only thriddle claim the ability to differentiate between the sexes, a skill of which they are quite proud.

Once every twenty to thirty years in the ramian's 180-year lifespan, large bone tusks called "chivs" grow from their jaws. This is called "the time of chiveer," or "chiveer." Ramian undergo great psychological changes during the two months of chiveer. They become barbaric and hostile. Of thousands of ramian, there will be a few who can control their chiveer passions. Ramian who successfully master the Inner Rage will find strength and resourcefulness beyond that of normal ramian. Such ramian, known as the "Chiven Rachu-eh," are greatly respected in ramian culture. In their language, "Rachu-eh" loosely translates to "master of one's self" Such ramian are marked by their purplish, streaked, temples. In suppressing their rage, they cause delicate tissues to rupture.

### Social And Cultural

Ramian are generally disliked and mistrusted by many races. Much of this hostility is attributed to the atrocities of chiveer. Under neutral circumstances, limited forms of truces and trade agreements have been reached. And although few ramian ever form friendships with creatures of other races, occasionally they are available for hire as guides and guards (they are excellent in both capacities).

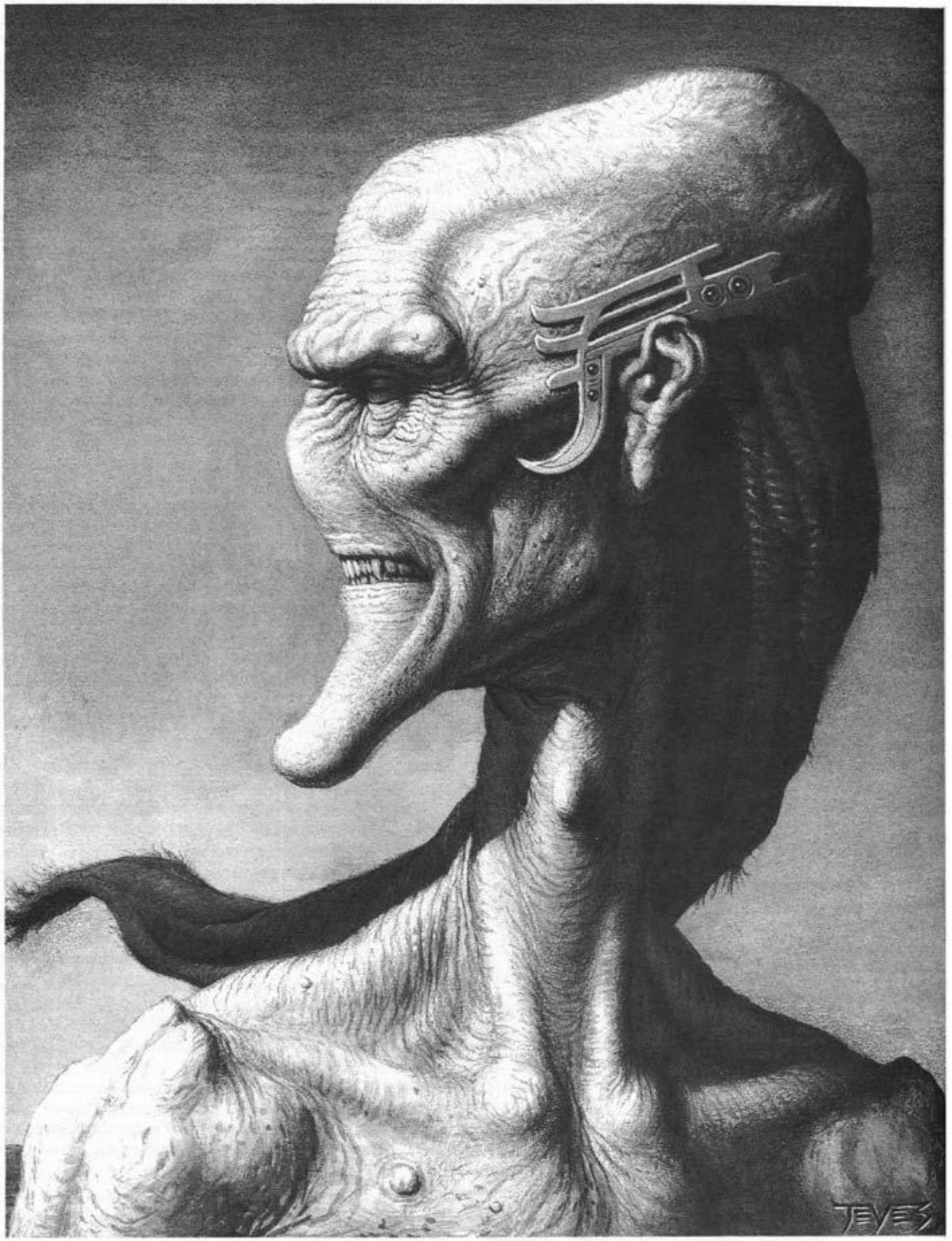
The chiveer ramian are exiled from ramian cities during their chiveer. They are often taken by ramian gire (pirates) to serve as shock forces during gire raids along the Burdothian and Dobren coastlines. Although Burdoth has no official policy, some territories and regions offer bounty on ramian chivs (tusks).

Ramian speak in low, even voices. They do not flinch when insulted; their behavior betrays little emotion. In spite of this apparent indifference, their memory of injustice lives on to their deaths. They find appropriate ways and times to repay those who have wronged them.

Amongst themselves, ramian exist rather peacefully — chiveer excepted. They are an agrarian race, and plant diza'cho in the marshes and swamps of Voligire. This plant requires great labor to nurture it into its blossoming stage. The body of the plant must be set afire to catalyze the production of its more valuable nutrients.

Ramian heal very slowly without ingesting the "shirm-eh" limilate. Its abundance in Burdoth and absence in Voligire has forced the ramian to trade with humans. Although humans have no desire for trade with an enemy, especially when a healing limilate is concerned, they have reason to do so. Ramian are the only suppliers of the aquatic "daij." Ramian trawlers can be found fishing for these enervors in many of the northern seas of Jorune. Daij are in great demand by many races, particularly thriddle and humans. Only ramian, *entirely* Isholess creatures, can safely pursue the daij.

Ramian attacked the north coasts of Burdoth and Dobre in 3472, causing considerable destruction. The larger ramian's invasions are usually based around acquiring shirm-eh. In 3472, a plague was raging out of control in Voligire. Those with shirm-eh survived, many of those without died. Humans see ramian as ambi-



Ramian Guard Maintains Careful Watch to Ensure
That No Chiveer Re-Enter the City Before Their Madness Has Ended

tious, butchering conquerors, but ramian see themselves as trying to eek out their way in the world, a world dominated by human imperialism.

An ocean warp near the Seas of Vosule (near the Voligire coastline) links to the sea south of the island of Sillipus. The warp is large enough for medium sized ships to sail through. It becomes unstable and collapses every Crith when the Isho storms start to pick up.

Ramian *will not enter* the neighboring shanthic lands of Lundere, although shirm-eh grows there in abundance. This aversion is based on their legendary fear of shanthas. It is for this reason that ramian fleets sail out of their way to Dobre and Burdoth when seeking shirm-eh.

Voligire is a dark place of black bogs and swamps. It is no place for humans. There the ramian live a secluded existence, daij fishing in the Sea of Vosule, and farming in their silent conclaves of agriculture.

| Scarmis | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 11 |
| Social | 6 | Education | 6 | Aim | 12 |
| Color | NA | Learn | 6 | Spot | 12 |
| Isho | NA | Agility | 11 | Listen | 12 |
| Natural Armor, Carries, Adv+, Rank: | | | | Carapace, Spear, +2, 13 | |

Scarmis are the pawns of the cleash. Their insect-like bodies are descended along the same lines as the cleash. Summoned by the cleash's odor and canther sparks, scarmis can be quite dangerous. When under cleash command, scarmis often carry cleash capsules and cleash gems (fired eggs).

### Physical Specimens

Scarmis are an insectoid race, quite like a 6 foot praying mantis. They do possess an internal skeleton in addition to their exoskeleton. While they appear frail, they are quite sturdy and capable. Unlike their cousins the cleash, they use four limbs for movement and only two for grasping.

Scarmis have a very practical defense against the curious. Powerful glands in the neck of the scarmis can eject a stream of sticky warm fluid that sticks to anything it touches. Scarmis can shoot this stream up to 20 feet with reasonable accuracy. Creatures wishing to avoid being "wet down" keep their distance. A hit covers the target thoroughly.

This spray is a useful weapon for hunting some of the smaller creatures that live in the forests and jungles of Jorune, but against larger creatures it serves only as a deterrent. The liquid turns purple and becomes solid over a few minutes. It is hellishly difficult to scrape off the skin. Most clothing will be permanently ruined from an application. A couple of cleaning services in Ardoth specialize in the repair of scarmis-soiled clothing. A lucky hit to the eyes immediately obscures vision, and unless the goo can be wiped off immediately, it will harden and leave a creature blinded until it flakes off a week or so later.

The phrase "Gee'oooooh'po," means "please don't wet me down" in their language. All scarmis are fluent in the cleash language, but also speak a tongue of their own. It sounds similar but is not the same Buzzing and clacking are the common sounds of their language, "Gee'bo'ko'ushic," called Geebo for short.

### Social And Cultural

On their own in the wilderness, scarmis are non-threatening creatures. In cleash-less areas, they are even taken as guards and assistants. Their fighting abilities are quite unlike those of cleash. The arms are powerful, their legs move fast. Their only drawback in battle is the inability to surprise opponents. The joints of the scarmis clatter as they walk.

Scarmis societies are baffling to humans. Several scarmis always make watch around a scarmis encampment. Scarmis chatter when they're alone and then are peculiarly silent when around others of their kind. They do the bidding of the cleash, but are unsupportive of their master race. Scarmis are never observed fighting amongst their own kind. They spend their time collecting edible shrubs, grubs, and wild game. Their eating habits are gruesome to watch. They eat their catch live, and gnaw from side to side with their pinching mandibles. They abhor durlig; this fact was documented by an Iscin observer in the Western Trinnus. Scarmis even back away from the stink of rotting durlig tops. Although this would be no defense against them when cleash-directed, it's an effective way to put off scarmis. "Durlig breath" drives them away.

Scarmis are intelligent, but in a different way than is usually valued in human society. They are fast learners, and learn by doing. They pick up languages very quickly, but speak with horrible accents. They have little common sense by human standards, and will walk into dangerous situations, or waste time and effort on fruitless projects.

Scarmis appear scatter-brained. They don't understand much of the civilized world around them, but they can function passably in society. Loyalty appears to be a characteristic beyond the scarmis mentality. And when cleash show up, scarmis guards traveling with a party can turn into agents of evil.

Scarmis build small homes in the wild. Made of straw and dung, these mulch houses are architecturally fascinating. They employ bizarre methods of support, and have twisting, claustrophobic passageways. Planted around scarmis encampments are chwikich, which are tall root-bushes that scarmis like to scrape against. The sound of scraping is very distinctive and very annoying to humans who live in the proximity of scarmis.

| Shantha | | | | Size / Injury Mod: +1 / +1 | |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 11 | Speed | 11 |
| Social | 6 | Education | 13 | Aim | 19 |
| Color | * | Learn | 13 | Spot | 19 |
| Isho | * | Agility | 14 | Listen | 12 |
| Natural Armor, Uses, Adv+, Rank: | | | | None, Dyshas, +7, +16 | |

True natives of Jorune, the shanthas existed in relative peace for more than a thousand years before humans arrived. Their technology was centered around living with their world, not warring over it. Shanthas puzzle over muadra who spend their lives struggling to master a few deadly dyshas. To Jorune natives, Isho is more a life force than a force of destruction.

Some shanthas accept the changes which humans have brought unto their planet. Shanthic priests, called "Sholari," sometimes settle into other civilizations. They live as sages, translating and predicting for those who can pay their prices. These "broken" shanthas prefer shanthic relics as pay.

## Physical Specimens

Shanthas are the race most connected to Jorune. They are basically humanoid, but are taller and more slender than humans, move more gracefully, have three fingered hands, and see with "Isho" instead of light. They have no eyes, and their Tra-Sense (as their Isho-vision is called) requires no special organs. Adult shanthas stand almost 7 feet tall. Their language is melodic to the human ear. Humans have trouble differentiating shanthic speech from the music of these creatures.

### Life Cycle

Shanthas are born with short necks and sharp fingernails. They are gawkish and walk with a stoop until they reach puberty at around age 15. At this time their backs straighten and their necks grow long and graceful. Shanthas have lifespans stretching up to 200 years.

### Reproduction

Shanthas give live birth to children still enclosed in the placenta. This sack is cared for by the parents for three days before opening. It needs to be kept cool, preferably near running water. The sack is briefly submerged several times during this three day period, the "cal'aniln," to leach out waste and cooling the rapidly metabolizing fetus.

As the sack hardens it is adorned by the inscriptions (in Ishi ink) of family members. The child will slowly tear through the tough sack with its characteristic sharp nails. The sacks are kept as mementos throughout the lifetime of the shantha. Some families have sack collections spanning many generations.

### Diet

The shanthic diet consists of native plant life. Their mouths have small teeth inappropriate for a carnivorous diet. The idea of a humans sinking their huge teeth into a steak of thombo tends to make shanthas shudder, although the Ca-Desti eat small strips of scash (tiny cave salamanders) meat regularly. Live scash are welcome gifts to the Ca-Desti.

Favorite foods include: lisasha (a root), ma'iln (a very colorful spore), ren (a moss that grows on cavern walls), and deshari (fruit of a small bush that grows where there is little light). Shanthas are not gourmet cooks. Pastes, cold broths, dried lisasha chips, and plant nuggets are common fare.

## Social And Cultural

Shanthas live in small, secluded settlements. Their camps are quiet and somber by human standards. Shanthas of each of the seven sects will respond differently to strangers. Rarely will a shantha wish to communicate or barter with a member of another race unfamiliar with their customs.

Shanthas are not necessarily violent, but slow, deliberate motions are advisable in a shanthic encounter. They tend not to trust humans, expecting those laden with Earth-Tec. For this and other reasons, shanthic etiquette should be considered a necessary skill for shanthic encounters. Though they may not strike out at those who offend them, neither will they offer them assistance. Shanthas craft and wield ritualistic blades from the thailiers of corondon. Shanthas always maintain a sense of calm, even in battle. Their term for death is "shyee" (the Isholess state).

As vulgar as human language sounds to them, many shanthas speak Entren with reasonable fluency. This potential might not be shown to player characters, however, for shanthas speak very little when in the company of boorish humans who gawk at their Isho mastery. The orbs and bolts of most shanthas are finely honed, and greatly varied. Though by number they prefer peace, shanthas can use many dyshas, even in childhood.

### Shanthic Cities and Temples

Shanthic cities exist in the underground chasms created when layers of crystal begin repelling from each other. Because this process takes tens of thousands of years, the empty areas can be inhabited by shanthas, leaving them with the tasks of carving out additional passageways and smoothing chambers. Shanthic cities were largely abandoned after the Human/Shanthic War.

Shanthic temples are the holy sites of the shanthas. Some are still inhabited. Each temple is of a single sect. They should be approached with caution. Shanthic priests do not appreciate disturbances.

Shanthas are most comfortable in these moist, stone enclosures. They prefer to remain in the dark during most hours of the day, and spend many hours kneeling while they read, write, pray, paint, build, or excavate.

### Shanthic Technology

Shanthas technology is described in detail in the Technology section of the Sholari Guide.

### Shanthic Language

The shanthic mouth and vocal cords can mimic virtually any sound. Their spoken language employs vowel sounds that the human vocal tract is incapable of reproducing. The sounds and expressions required to communicate in this soft, flowing tongue exceed the capabilites of non-shanthas. The written shanthic language can be learned, although even thriddle complain of the complexities involved in using the necessary Isho-laden inks. Part of their spoken inflection is communicated through whispers of Isho, still further out of the realm of human capability. Though some humans have gained rudimentary knowledge of the shanthic language, subtleties will never be mastered.

### Shanthic Sects

The shanthic religion has seven sects, one for each of Jorune's seven moons: Shal, Ebba, Du, Gobey, Desti, Launtra, Tra. Each moon is associated with one of the seven basic forms of Isho found on Jorune. The naull of a shantha (their Isho reflection), indicates what sect of the shanthic religion they belong to. Each sect has characteristics that set it apart from the others. To form the name of a shanthic sect, place the 'Ca' sound (pronounced 'Kah') before the name of each moon. An exception is made for the moon Ebba; the name of the sect for shanthas of this moon is Ci-Ebba (pronounced Kye-Ebba).

Great care is taken to ensure that the naulls of shanthic infants are conditioned to be the same as their parents. A child would be given away to Ca-Tra shanthas if born to Ca-Gobey parents with a naull that is aligned around Isho of the Tra. This rarely happens to shanthas living in dee'osh (small underground and private communities), as their Isho environment is pure and untainted by unwanted Isho.

The color of each moon does not necessarily *exactly* match the color of Isho that is associated with it, but they closely match. Thus, while the moon Ebba is silver, dyshas of this moon group are yellow.

**Shal: Keeper Of The Ancient Order**

Moon: A medium sized blue moon, elegant and pristine.

Shanthic Characteristics: Elip Ston builders. Grand Isho masters. Those who wait. The crundorra makers. The higher evid makers. Those who take credit for creating the Eelshon She-evid, the "Warp Walker."

**Ebba: The Sender**

Moon: Void of atmosphere; its craters and silver colored surface are easily seen from the planet.

Shanthic Characteristics: Sarceen masters, the builders of the shanthic minds. Copra weavers. Copra sculptors. Much Shanthic mythology centers around this moon's detailed surface.

**Du: The Illuminator**

Moon: The large Du moon is covered with bright, slowly swirling, amber clouds.

Shanthic Characteristics: Masters of the shanthic blades. The animal trainers. The masters of keeper rods.

**Gobey: The Protector**

Moon: This black moon is barely visible, except for the glow of its slight reflection and the black patch in the sky it blocks out of the star field.

Shanthic Characteristics: Builders of the shanthic cities. Maplet makers, receptor builders.

**Desti: The Red Harbinger**

Moon: This swirling red giant of a moon looms overhead. A silent reminder of history's darker times.

Shanthic Characteristics: Violence, force. Thosk makers. The makers of low evids.

**Launtra: The Flow**

Moon: Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.

Shanthic Characteristics: Sculptor of crystals for plants. The limilate makers. The terrain sculptors (with plants).

**Tra: The Warp Maker**

Moon: The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.

Shanthic Characteristics: The builders of the cle-eshtas. The warp casters. The piercing eyes. Those who see deeply into Sho-Caudal.

Shanthic sects are each aligned with a particular moon, from which they draw their dysha philosophy.

**Warfare**

Shanthas have a bloody history with the humans that might unfairly characterize them as savage. They are peaceful in an undisturbed setting, and on the whole have shown great unreciprocated kindness to visitors.

But the stereotypical image held by humans is not without its merits. Shanthas at war are particularly brutal in their tactics, showing great rage (but little in the way of real hatred). They are not known for great acts of torture or cruelty in warfare. Victims are quickly dispatched, or placed in keeper rods for permanent exile.

Shanthic weapons include shanthic blades, dyshas, crystals, boc-rods, crundorra, thosks, and use of evids. Shanthas are also adept at their own form of martial art called "Ebitra," where their limbs are directed with their Isho to become deadly implements. This is the shanthas' preferred method of disabling an close opponent because unweaving incoming orbs or bolts is not possible in melee situations.

Treat each such Ebitra attack as a +2 to injury. The Defense Rank modifier for this skill is +4, and can be used to block melee weapons. Thus, an otherwise unarmed shantha could easily stop a sword swing with his bare hands using the skills of Ebitra. These tactics require Isho, but shanthas are so at one with their world that they will never be without, except following an Isho storm.

**Shanthic Communities**

It is important to shanthas that their children (especially in the sack stage) be raised in a carefully controlled Isho environment. Isho patterning occurs during this period, determining which of the seven basic Isho patterns a child will fall under. Consequently, shanthic families seek out remote locations to build their underground homes. Complete isolation is not necessary, but distance of a few hundred feet from others is desirable. Shanthic cities came into being only after methods were found to stabilize Isho amongst the presence of thousands of shanthas. Raising a child with Isho patterns of the Ca-Desti would be a disgrace to a family of Ca-Tra shanthas.

Shanthas live together in extended families of approximately 20 members (children included). Such a community is called an "eesh." Their homes are underground, in cavities of crystal and stone called a dee'ahl. Shanthas looking for such locations may travel great distances in search of a breach or cavity in the crystal below the surface. Creating living quarters in such a chamber means less excavation and an immediately habitable environment, once it can be reached. It is the repulsion of various crystal layers that cause breaches such as this to exist. Shanthas will find ways to warp to deep chambers, while those near the surface can be reached through digging, or the use of a crundorra.

It is the goal of an extended family (eesh) to build a dee'ahl. Shanthas that live in cities help each other build the eesh.. Shanthic cities came into existence as huge cooperatives wherein individuals could specialize to increase total productivity of the society, and hence, more dee'ahl.

A temple is a controlled Isho environment. It is a place for the dead to be buried.

| **Thivin** | | | | Size / Injury Mod: -1 / -1 | |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 10 | Speed | 7 |
| Social | 13 | Education | 11 | Aim | 11 |
| Color | 11 | Learn | 11 | Spot | 12 |
| Isho | 11 | Agility | 12 | Listen | 12 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Dagger, +0, 13 | |

Thivin are an odd race. They were not seen in the human realms until after the Ramian Invasion of 3113. Still this race of master merchants has managed to infiltrate most levels of Burdothian society in a few short years.

## Physical Specimens

Thivin are creatures based along ramian lines and are undoubtably related, but this is not immediately recognizable. The hairy body of the thivin is smaller than that of a human, and is unmuscular.

Even so, they heal very rapidly, at nearly twice the rate of humans. They require no shirm-eh for this. With their amazing regenerative ability, and their naturally long lifespan, there are a great many old thivins living on Jorune.

### Social And Cultural

Thivins are best known for their reputations as traders and tapestry makers. Their name has become synonymous with "trader." These creatures drive ferocious bargains. The unwary are often taken in by their calm, personable manner. The expression, *"A thivin's five"* means *four;* this does not imply dishonesty, but skill in trading.

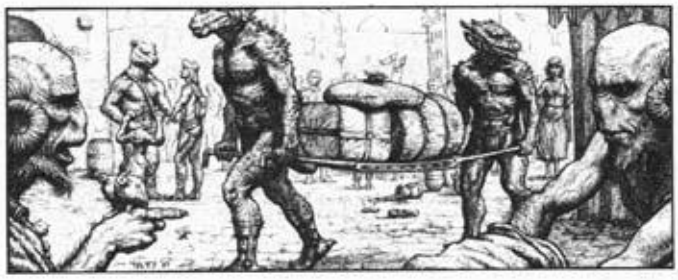
Often considered the planet's greatest craftsmen, they are master wood-carvers, jewelers, and weavers. Their artistic creations are favorite purchases of thriddle, who proudly display their collections of "thivin art" wherever possible. Elegant rugs and ornaments for arms and armor are crafted by these long-lived creatures. Town-dwelling thivin weave carpets of exotic construction. Thousands of cocooned insects are woven into the "gauthi rugs." The insects' hard cocoon shell patterns shift gradually over the years. But after a few centuries, the insects finally hatch. Ancient gauthi rugs have been known to spring to life, *devouring furniture, buildings, and even creatures* in their emerging fury. This is however, an extraordinarily rare occurrence old gauthi rugs are destroyed before they can reach this stage. This is a painful loss to collectors, but they know it is only a matter of years, one way or the other, before thay lose more than just the rug.

A superstition warns against harming thivin. Some creatures swear that their greatest misfortunes occurred just after cheating or mistreating one of these gentle traders.

The language of thivin is a soft, graceful combination of inflected sounds. Their mouths have difficulty forming the abruptness of the sound "k." Their mastery of many languages is a tool of their trade; persuasion is an art which depends upon communication. These creatures never tire of conversation. Day and night, their soft, melodic voices can be heard floating through their camps. They are skilled with dichandra stones, whosins, jampers, and tenter shines, and are eager performers. Thivin are the only race capable of using "crystal music rods." Their natural Isho creates some sort of feed-back mechanism that turns crystals (and especially boc-rods) into melodic instruments.

Thivin children don't wander too far from home, but do play with children of other races. Their drive towards gambling seems compulsive. Card and board games are enjoyed, but the hard-core shambo and mayoo really draw them in.

The thivin diet is very odd. They can eat durlig, but do not enjoy it. Their mainstay is various Jorune grasses and roots. These are left to molder before thivin get around to eating them. Thivin encampments are often permeated by the wretched odor of decaying food. In spite of this, it is the thivin food kisoks that do the best business in cities. Thivin know how to please a customer.



| Thriddle | | | | | Size / Injury Mod: -1 / -2 |
|---|---|---|---|---|---|
| Constitution | 6 | Strength | 5 | Speed | 10 |
| Social | 11 | Education | 21 | Aim | 6 |
| Color | 11 | Learn | 16 | Spot | 13 |
| Isho | 11 | Agility | 8 | Listen | 9 |
| Natural Armor, Uses, Adv+, Rank: | | | | None, Kick, -1, 10 | |

Although thriddle inhabit the Cerridus Sea island of Tan-Iricid, they can be found in most other realms. They make no enemies, and they share other races' misgivings about cleash and ramian. Thriddle have had a long-standing trade relationship and enjoy good relations with the eastern crugar of Temauntro.

### Physical Specimens

The thriddle is a fig-shaped biped. Their tall tristy sway above their heads. Their fleshy lips flap open as they breath and talk, revealing a set of tiny teeth. The style of the thriddle's walk resembles a bird's knee-bend-hop, knee-bend-hop. Thriddle are sensitive to comments about their gait. Their gracious manner can be marred by insensitive remarks. Thriddle only sit down when they feel comfortable and secure. They run so awkwardly that they prefer to remain standing when there is a question of safety, lest they waste three or four seconds of a hasty retreat.

"Tristy" are the thriddle eyes. "Trid-nodes" are the odor-sensing organs on their backsides. They quiver slightly when thriddle are tense, hence the expression "Quivering trid-nodes!" Thriddle consider the saying to be overused, and in poor taste. It is wise to refrain from such comments in the company of thriddle.

Giggit are grub-like creatures indigenous to the east and west Trinnu Jungle Lands. When skewered in the bowl of a "giggit pipe," the larvae release an essence intoxicating to thriddle. Non-thriddle will usually find it repulsive. Connoisseurs "cup" the thriddle pipe — they hold the bowl in their hands, warming it slightly with their body heat. This heightens the aroma of the lanced larva to an extent not truly appreciated by the occasional user. Because of cost and the rarity of giggit, few can afford to become connoisseurs.

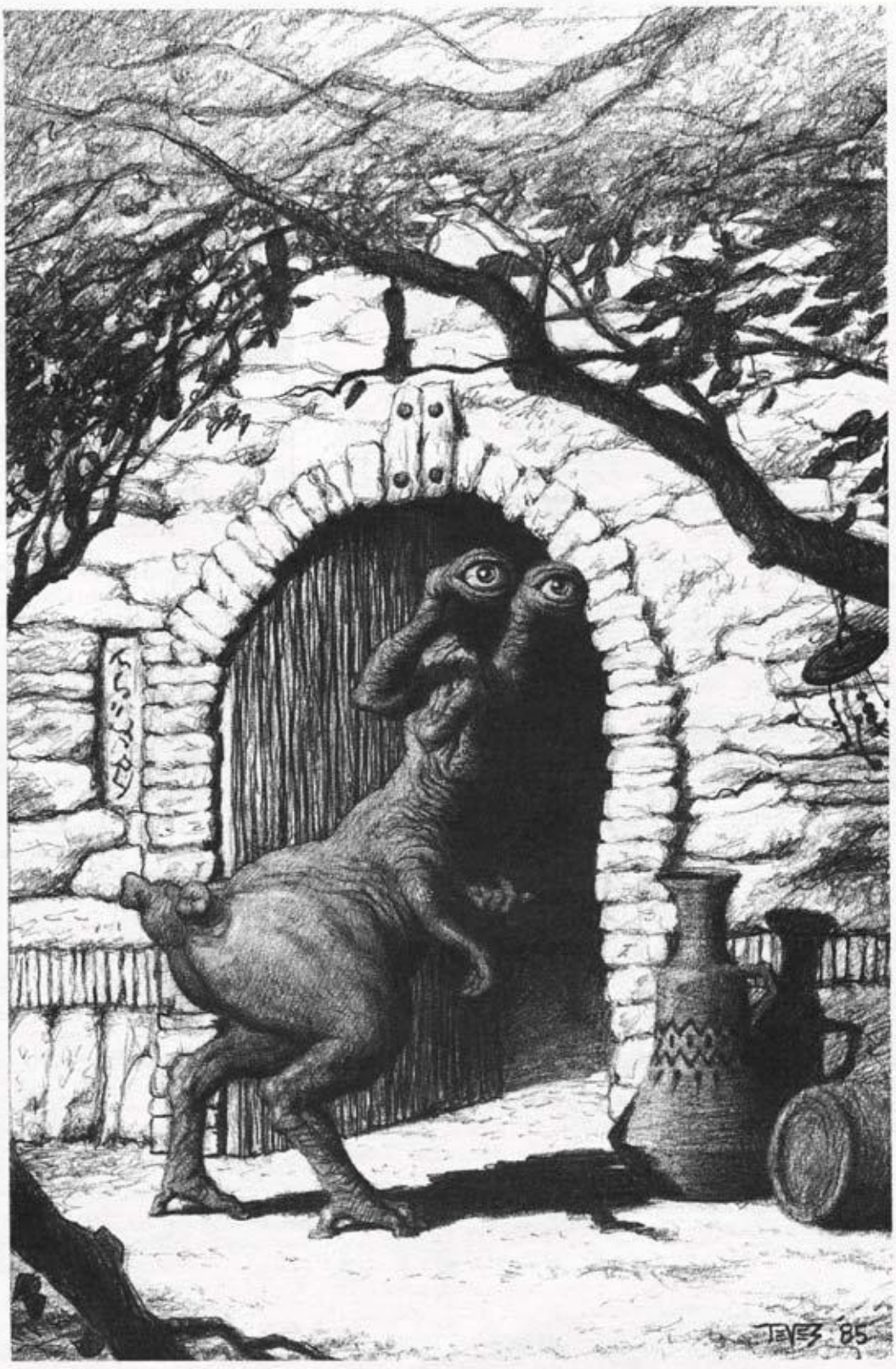
Thriddle expeditions into the Trinnus are common. The jungles would be crawling with thriddle were it not for the regional cleash infestation. Thriddle appear to be special targets of assaults; the cleash relish having thriddle targets to exterminate.

The "coditch" plant is farmed by thriddle. Similar to Earth's corn, coditch is not very nourishing to humans although it is tastier than durlig. East of the Gauss valley is the town of Cosahmi, known for its sweet coditch and backwards ways. The large thriddle contingent there grows acres upon acres of coditch, transports it over the Kuggin Mountains to Gauss, and from there, distributes it throughout Burdoth.

### Social And Cultural

The complex language of thriddle ("Triddis") practically requires a thriddle to speak it. Although not of soft sounds, it has a gentle feeling. "Thriddle Language Complex," (T.L.C.) is common in those who learn to speak Triddis. The convoluted grammar and mental mannerisms associated with learning the language spill over into even the learner's native tongue.

Thriddle use a complex character set, much to the anguish of most learners. It is said that one who becomes tauther and starts learning Triddis at that time would sooner *be Kesht* than learn to *write it*. For thriddle, language skills come naturally; they commonly speak




*Salrough Gomo Welcomes you to his Home*

nine or ten languages besides their own. Their fluency is commonly better than native speakers', although they often use words of out context. A thriddle might, for example, describe a bad meal as "unpleasantly indigestible."

Thriddle are "language masters." Their abilities to comprehend both the spoken and written word are extraordinary. They use travel as an excuse to pick up new languages. Thriddle "fadri" (teachers) are in their greatest numbers in Tan-Iricid, but are easy to find in any major city. Fadri charge reasonable rates to teach languages, history, cultural enrichment, geography, etc. It is only through fadri that some of the more obscure tongues can be learned (cleash and ramian languages are examples).

Thriddle are politically active creatures, though they tend to exert their strong influence from the background as advisers. Thriddle negotiated the treaty of Klein-Khodre, and are one of the members of the Ardothian council. They interact in the affairs of most all races.

Throughout Jorune's history, there have been several famous thriddle. Salrough Gomo, Thriddle Seer of the North West Woodlands, is known for his containment of the Maustin Caji. Kirra Ho-Trid is Tan-Iricid's ambassador to Burdoth and has been a member of the Ardothian council for many years. Bennid Ho-Gomo, thriddle friend of Caji Gends, was "innocently guilty" of teaching crugar "Lightning Blast."

Thriddle excel in the arts and humanities, which they prefer to the hard sciences of Earth-Tec. Thriddle math, however, is the most advanced on the planet. It was their insightful mathematical discoveries at the beginning of the century that started them on their quest to understand the manipulation of warp mappings. They need still more information before their knowledge will have practical applications. For this research, thriddle rely upon their hired data-collectors, who use daij meat to heighten their perceptions of the planetary Isho structure. Presently, warp travel is extremely rare.

Thriddle are very inquisitive creatures. They compile information by hiring researchers. Those who accept the job are called "querrids." They are traded gemlinks for information as obscure as "What do corastin prefer to eat?" and "what is the average size of a Dhar Corondon's thailier?" Thriddle themselves are, by their very natures, living querrids. Any knowledge found or purchased is always meant to end up in Tan-Iricid. Creatures who act as querrids are looked upon with favor by the thriddle.

Thriddle claim the ability to distinguish the two ramian genders. This fact is something they are quite proud of. Their claim is unverified because the two sexes have no visibly distinguishing characteristics. Thriddle, because they spend much time in the company of corastin, are privy to much special knowledge of the race. Even when asked directly, they divulge nothing, as if they have only known the creatures in passing. Thriddle also know when wasto are in an area. They will build small piles of stones and sticks to alert others to the danger.

The Mountain Crown of Tan-Iricid is one of Jorune's greatest wonders. Carved into the side of a mountain, this capital city is built to proportions much larger than thriddle need. Doorways and ceilings average 4 yards in height. Although its origins are murky, it seems certain that thriddle are not responsible for the Mountain Crown's construction.

The city of Tan-Sor lies along the Tan-Iricid coast, only a few miles from the Mountain Crown. The pathway which connects the two thriddle populations is called the "rilij." Giddynes are needed to enter the Mountain Crown of Tan-Iricid. They cost 10 gemlinks. Giddynes have no expiration dates, but permit entrance only for the bearer. The near endless thriddle libraries are available to those who enter. If approached politely, thriddle scholars at work may be willing to answer questions.

Thriddle can be neurotic creatures, and sometimes break down. This is a normal, healthy process played out thousands of times each day across Jorune. By human standards they go stark raving mad. Almost anything can trigger this, but a series of otherwise insignificant strokes of bad luck are usually to blame. The paranoia that accompanies is powerful. The thriddle those around him as with him or against him. It takes a special calm to hush thriddle in this state. Fortunately, the duration that thriddle remain in this state is usually just a few minutes. After they've purged, they settle back down to normal.

| **Tologra** | | | | | Size / Injury Mod: +1 / +1 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 13 | Speed | 11 |
| Social | 9 | Education | 9 | Aim | 9 |
| Color | 7 | Learn | 11 | Spot | 12 |
| Isho | 9 | Agility | 12 | Listen | 14 |
| Natural Armor, Carries, Adv+, Rank: | | | | Fur -1, Sword, +3, 13 | |

The tologra were the last of Iscin's creations and were but infants at the time of his death. Genetically descended from lions, they were to be Iscin's most magnificent race - empowered with reasoning minds and graceful but powerful bodies. They would make up for the deficiencies in temperament of the crugar. Separated from the woffen and bronth after the Great Wanderings of the plains, they were only the stuff of stories for thousands of years. Their existence became more than legend in 3486.

### Physical Specimens

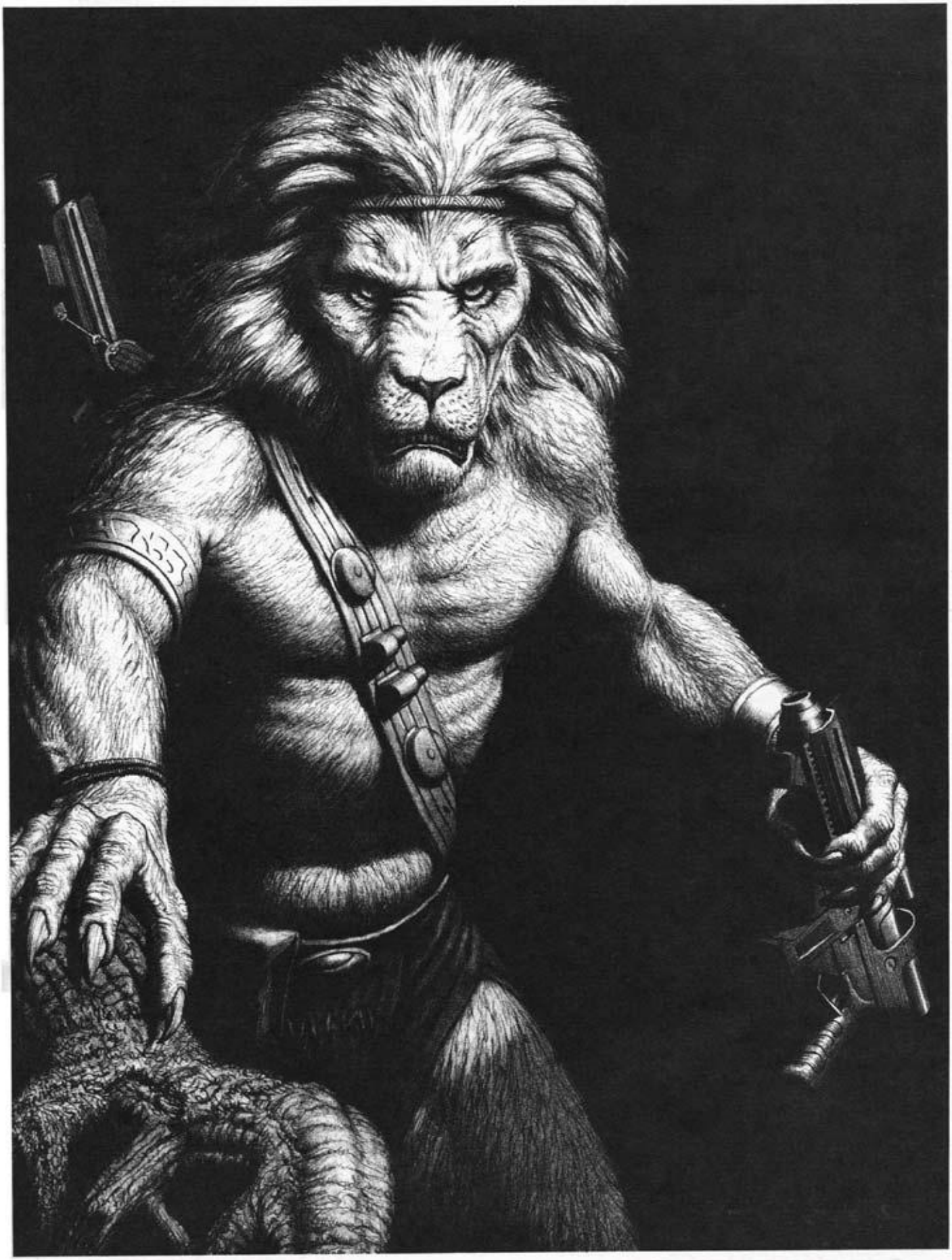
The senses of tologra are better than those of any other Iscin race. Their color vision is nearly as precise as humans, and their night vision is superb. The hearing of the tologra exceeds that of humans (especially in the high frequencies), and can decipher complex sounds and conversations almost with the ease of the human ear and mind.

The skin of the tologra is thicker, and the hair is longer than that of the other Iscin races; these serve as natural protection from most scrapes and cuts. All Injury rolls are at -1, because of this protection. Tologra fur is softer to the touch than that of woffen, bronth or crugar Tologra grooming habits keep the fur clean and untangled; they do not shed. They affect a simple look, preferring no locks or braids or radical fur-cuts, but they are partial to jewelry.

Tologra raise small families, each with an average of three or four offspring. Their pregnancies are very reliable, and their infant mortality rate is low. They live an average of fifty years and spend most of their lives as adults. They mature around age 15. The tologra gestation period is 9 months.

Tologra are primarily carnivores and have trouble digesting most native plants as well as durlig. This trouble can be traced to a genetic error introduced by Iscin in his attempt to improve the already strong digestive systems of woffen and bronth. Only a fraction of the tologra population has inherited the intended genes. Tologra prepare small cubes of smoked meat that they chew while working or walking.

Tologra stand tall on two legs, the living results of Iscin's best



*Battle-Scarred Tologra*

bipedal design. They have difficulty walking on all fours, but can run this way for a short time (they are better two-legged sprinters). Tologra tire easily and need more sleep than any of the other Iscin races. In their home realm many of them lead lazy existences.

Tologra and bronth are the least instinct-driven of the Iscin races. The vestiges of instinct from their Terran ancestors is mainly apparent in their hunting habits. Tologra instinctively climb and sit comfortably perched up high in trees or hanging partially off roofs of their homes.

### Disposition

Tologra young fight constantly during their first six or seven years. Although playful, it can look frightening. Adults are involved only until they reach the age of three. The temperament of tologra varies greatly with the individual, more so than in other Iscin races. For every hot-tempered tologra there is a mellow counterpart. They can be angered quickly, but are disposed to leave situations when hostilities build. Tologra use their paws to swipe when angry. Furry animals are less prone to injury than human beings. The claws of tologra are sharp and can be deadly in real conflicts. Part by nature and part by society, these creatures have difficulty disengaging from conflict or battle. Those retreating from an angered tologra may be chased and attacked again.

The woffen and bronth never doubted the tologra's existence, though they spoke little of them. The crugar would have preferred never to hear of them again. The humans, on the other hand, had never given any credence to their existence; they were considered to be mere fable, stories told by races of a common heritage to ease their feelings of separation after generations of wandering the Doben-al.

### History

In the years following Iscin's death, the tologra were enslaved along with the woffen, bronth, and blount. They were still infants when the woffen and bronth broke free and took them out onto the Doben-al at the beginning of the Great Wanderings. They remained with the bronth when the woffen turned back to Burdoth, but their ships were later separated in a great storm that drove them thousands of miles further east to a land of cliffs and high winds surrounding calm inland areas. They called their home Sharden, and their numbers multiplied through the millennia. The rest of the bronth ships set aground on the shores of Crendor.

Within the boundaries of their own realm, tologra have led a peaceful existence interrupted only infrequently by periods of civil unrest. Several times in their past, bands of rogue tologra have grown in strength and numbers to challenge villages and small cities until they were crushed by comprehensive forces brought in from all over Sharden. Hulsan Tersarri was a particularly insidious tologra dictator who was deposed only with the aid of ramian villagers in 2677. The aid received from Voligire was one of the elements that brought tologra to assist the ramian gire in their exploits.

Over time, the tologra had come to meet their western neighbors, the ramian. On an individual level, relations between tologra and ramian villages were friendly. Beginning in the early part of this millennia, ramian gire began recruiting mercenary tologra to wage their wars with them. In the 3472 campaign against the north coast of Burdoth and Dobre, legions of propaganda-fed tologra were used as forces to soften up enemy strongholds for the main ramian invasions. Although such practices had been used in the past, never had it resulted in suc devastation for the tologra. Thousands upon thousands were killed, many at sea when their vessels were surrounded and sunk by Dobren Loo-raums.

This was the Burdothians first contact with the race at thatwas from the opposite end of a battlefield. They were said to be savage, incredible warriors that could take three combatants down with them in battle. A number of tologra prisoners were taken during these wars, but bronth, human, and woffen commanders kept the existence of tologra secret. They feared that the Iscin races would not fight their long-lost brethren or that they might be too intimidated if they knew just how powerful these creatures really were.

The Sydrans and Lelligirians in particular, avoided them at all costs. It was especially good fortune that the Council representative from Lusail was absent during the third week of Shal 3486. In the fifth day of that week a Dobren loo-raum escorted a narrow brimmed schooner into the council dock in Ardoth.

The ship had sailed many thousands of miles on its journey from Sharden, a distant realm said to be far to the east of Voligire. The crew of this ship were tologra, and were just as legend and Lelligirian soldiers had described. These tall, powerfully built creatures frightened many dock-hands as they strode pridefully up the pier. Accompanied by bronth, they were taken to the main halls of the Council Grounds.

The tologra sought conference with those they had fought against in the war of 3472. They came to denounce a common enemy, the ramian gire who had deceived them into leading battles against Burdoth's northern coast. Used as pawns, the tologra suffered horrendous casualties at the hands of the Ardothian army - few had survived the onslaught the Dharsage energy weapons brought to bear. The ramian had used their presence as a diversion as they drove further inland in search of shirm-eh.

Initially, the differences in language proved to be great barriers in communication with the tologra. Bronth who had accompanied the ship from Sharden had learned to speak a little Shardenese (called "Hotha" by the tologra), but were far from fluent. This remained a problem until, five days after the tologra's arrival, a band of thriddle arrived in Ardoth speaking fluent Hotha. The Dharsage is quietly investigating this peculiarity.

### Demographics

Tologra lived isolated from other races except ramian until they ventured out to Burdoth last year. They had encounters with ramian, and had faced humans, bronth and woffen in war, but never had they met outside the battlefield. The tologra population is dispersed throughout the realm of Sharden. Two of their largest cities lie on the north-eastern coastline. The third is located on the western edge of the "tip" as it is called, the isthmus region where the realm comes to a sharp point. Their encampments are often as small as one family; most groups number twenty to forty Only in a few areas have they created large settlements or cities.

Sharden is a land of low hills. The inland regions are partially forested and get very hot in the summer season of Mullin. There is a horseshoe-shaped range of mountains near the north of the realm. This is the approximate area of the Siv Eston. The weather in Sharden is harsh and wet. Cold winter storms blow hard along the coasts, making sailing dangerous. Inland the weather improves. There is more rain, but less wind. The area hardest hit is in the narrow connector between Voligire and Sharden.

Tologra roam in their spare time. Outdoor treks across the realm are common for individuals and small groups. A popular destination is the natural stone fortress of "Siv Eston," a huge semicircular upheaval of rock that encompasses several acres of land. It is used by the scholars and artisans of the Scanchi religion. The sight of meditation and advancement for tologra for thousands of years, entrance to Siv Eston is restricted to tologra ten years or older. A handful of humans are to see this natural structure from the outside in their Dharsage arranged trip to Sharden next Mullin.

## Culture & Institutions

### Religion

Scanchi is the tologran faith, based on Iscin, to carry on His memory and in His name. The tologra respect the legend of Iscin; they know that they were the manifestation of a perfect race. They were to survive where humans would not. Scanchi speaks of the First Children, the simple blount, and the great advances He made with Woffen and Bronth. They know of His failings with the crugar. It was they, the tologra who were created last with all the skill He could muster. They remember his death at the hands of the treacherous crugar. They feel it is their birthright to live as Iscin had intended.

The Six Principles Of Iscin:

1. TO LIVE INDEPENDENTLY OF OTHER RACES. Had not their ancestors survived the test of settling the remote isle of Sharden which is their home?

2. TO GIVE EACH TOLOGRA THE CHOICE OF HOW TO LEAD HIS LIFE.

Were they not intelligent enough to make their own decisions?

3. TO NOT HOARD MATERIAL GOODS BEYOND DEATH. Had they not escaped the crugar, parted from the bronth, and still survived with what little they carried?

4. TO HONOR SELF RESPECT ABOVE GLORY.

Had not Iscin devoted His life to them without gain?

5. PRACTICE EXCELLENCE IN MIND AND BODY. Preserve the gifts of Iscin.

6. SLAVERY IS A DIRECT SIN AGAINST ISCIN. And who, besides crugar, the killers of Iscin, had every attempted to enslave them?

There is one strong form of symbology associated with their beliefs: the "Siv-Eston" is an engraving that carries a personal representation of the Six Principles. The tologra visiting Ardoth have granted the human emissaries an invitation to travel their lands. This is given in the form of a rubbing on paper over the Siv-Eston, and is accepted throughout Sharden as the mark of an honored guest. One of the first Burdothians to receive such a "passport" was the Iscin Tarra Potteron, of the Atterol Iscin Klade.

### Law And Order

Law and order is not well defined in Sharden; the Six Principles are consulted, along with any other laws that a community may have. Local areas have their own laws and even tologra from the same area have trouble settling disputes amongst themselves. They believe strongly in arbitration. They get along with each other quite well, but rarely agree on abstract philosophy. Each tologra is presumed to be a free thinker. Tologra do not police offenders of these basic covenants. They use their respect as a weapon. A tologra who does not follow these tenants is shunned. Capital crimes like murder and slavery are almost always punished by banishment. Elderly tologra scholars of their religion, "Scanchi," act as judge, jury, and in some cases, executioner.

### Celebrations

The biggest holiday of the few celebrated by tologra is that of Lathuhu, "The day of Landing." This commemorates the day that their ancestors dropped anchor at the rocky shores of Sharden from their fragile, wooden vessels. There they buried the bronth crew of the ship, none of whom survived the long voyage. Their celebration re-enacts each event of that day. After the mock burial, they follow a large river inland to the lightly forested areas and grassy plains that had become Sharden over the many years since the landing. Although tologra marry, they do not stay close to their spouses except when their children are young. This reflects their desire for independence, not a distinction between the sexes. Both parents participate equally in the nurturing of the young. It is not uncommon to see male tologra traveling with one or more of their children.

### Architecture

Tologra build direct, functional structures that require little maintenance and employ simple construction techniques. The bad weather of Sharden makes exterior decor difficult to maintain. Rooftops are strong — they must hold the load of one or more lazing tologra.

### Art

Poetry, song, string instruments and the construction of outdoor monuments are the tologra's primary art forms.

### Language

Their language, "Hotha" has a faint similarity to Boru, the bronth language, but the sounds are softer and more drawn out. Pronunciation is closer to the Chaun-tse language of the crugar.

### Occupations

Tologra do not specialize as a matter of course. They are well suited for many tasks, and stress versatility throughout their lives. There is no equivalent of a shast for the tologra; drinking is more private in their culture than it is for woffen. Tologra make excellent sailors and are capable of most physical tasks, although they are poorly suited to those where prolonged exertion is required.

### Tologra At War

Internal strife has brought tologra to fight tologra several times in their past. They show each other no more mercy than any other enemy. In their joint attacks with ramian in the 3472 attack on Burdoth's north coast they attacked with savage intensity, wielding two swords in battle. Because their stamina is limited, they must make whatever use they can of their speed, their strength, and their nimble use of their blades. Tologra will attempt to carry injured and dead comrades out of battle, even at the risk of death. This is why there were few tologra bodies to examine after the 3472 war.

## Tologra And Other Races

Tologra get along minimally with bronth, the two races rub each other the wrong way, but will make the best of their situations together. Tologra can get along with woffen, but usually prefer not to. They are interested in humans but treat them with apprehension because they are of the same race as Iscin, and they carry energy weapons. The humans who will eventually travel to Sharden will be treated as visitors. A long-term human presence in Sharden is currently unacceptable. Tologra have not yet re-met crugar, but when they do there will be uneasy feelings. Tologra project their superiority as Iscin's final creation to the crugar, while at the same time looking down at crugar for their feeble attempts at dominating Burdoth and beyond. The tologra blame their own military failures on ramian commanders. In fact, tologra work together excellently in combat, in squads and companies.

Tologra are curious about thriddle but are careful to keep their distance. There are a number of tologra legends that describe alien creatures that protected the tologra in their infancy in Sharden. They were described as having twin eye stalks and caring not for the tologra, but for the lands they inhabited. In the version told to tologra children, these creatures are still among them, but lie hidden in the shadows and corners of every home. "One day they will rise to steal what is ours," the legends predict.

| Trarch | | | | | Size / Injury Mod: +0 / +0 |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 12 | Speed | 11 |
| Social | 3 | Education | 3 | Aim | 11 |
| Color | 11 | Learn | 8 | Spot | 12 |
| Isho | 11 | Agility | 11 | Listen | 12 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Club, +2, 13 | |

| Woffen | | | | | Size / Injury Mod: +0 / +0 |
|---|---|---|---|---|---|
| Constitution | 11 | Strength | 11 | Speed | 11 |
| Social | 9 | Education | 9 | Aim | 9 |
| Color | 11 | Learn | 11 | Spot | 9 |
| Isho | 9 | Agility | 13 | Listen | 14 |
| Natural Armor, Carries, Adv+, Rank: | | | | | |

Trarch are natives of the realm of Drail. They are offshoots of humans (or perhaps more of a throwback), like the muadra and boccord, but have lost more of their origins that these other two races. Trarch are quite limited in their thinking and spend much of their time grunting, hunting, scratching and swinging clubs in the finest Homo Erectus tradition.

### Physical Specimens

Trarch are similar to primitive humans: sturdy, stout, lice-infested, without foreheads. The stunted tusks that jut from their lower jaws are often adorned with small bones. The tusks are used in male "jaw-butting" contests. Their nostrils no longer rest in the nose (as they do in true humans), but are hidden just under the upper lip. The trarch can swallow and breathe at the same time (but not walk and chew byritt...)

Trarch are talented stalkers, and their survival skills are better than those of humans. Their eyesight is keen, like their hearing (as the large ears will testify). Although not tree-dwellers, they are excellent climbers, their enourmous hands are studded with tough, wood-gripping fingernails.

Social And Cultural

The small trarch villages (20-30 familes) are led by the the biggest male. These tribes are very loose, however, and member are constantly drifting in and out. Trarch seem to enjoy company and seclusion with equal unpredictably. Visitors get few chances to properly assess their latest mood.

Visitors to trarch villages may be surprised at the metal artifacts to be found there. Although the trarch seem somewhat unlikely artisans, they turn the talents they have towards their necessities. And metal weapons are one need that all trarch agree upon.

The trarch language is called Troffa. It is made up of sentiments that can only be fully expressed as gestures and motions made with a club. Trarch are rarely without a "talking club" or other heavy instrument. Those seeing trarch for the first time may believe themselves in mortal danger as they see clubs and heavy sticks being slung around energetically. This is trarch conversation at its best. And they wonder why so many visitors run away.

Trarch are most commonly found in Drail (their place of origin) and southern Dobre. Some "villages" are centered around shanthic artifacts, which the trarch guard and revere. The Dobren trarch, rumored to be excellent metal smiths, are often enslaved by ramian as oarsmen and irregular (expendable) infantry. Consequently, trarch can be found anywhere that ramian appear. If freed somehow from ramian service, the trarch can often learn to survive in the more civilized world, but it is a painfully slow process. Trarch are sometimes seen in human cities as laborers, especially in ports. Other races, especially bonth, claim that the trarch are being abused even in "civilized" society.

Overview

Woffen were the third of Iscin's creations, and meet or exceed crugar in several key areas. They stand upright naturally as their primary stance, their vocal cords are more flexible, and their minds more reasoning and less instinctual. The societies of woffen are more peaceful, larger, and longer lasting. They are not without their troubles, though. Woffen are known for their "shenters," underground drinking establishments run by "shasts," or bartenders. Shenters are the center of a woffen community, but woffen are particularly susceptible to a devastating form of alcoholism, should they drink stomeh ale to excess. The authew, or "wretched ones," walk with a permanent hunch, although Iscin scientists of modern day Jorune have found a possible cure.

### Physical Specimens

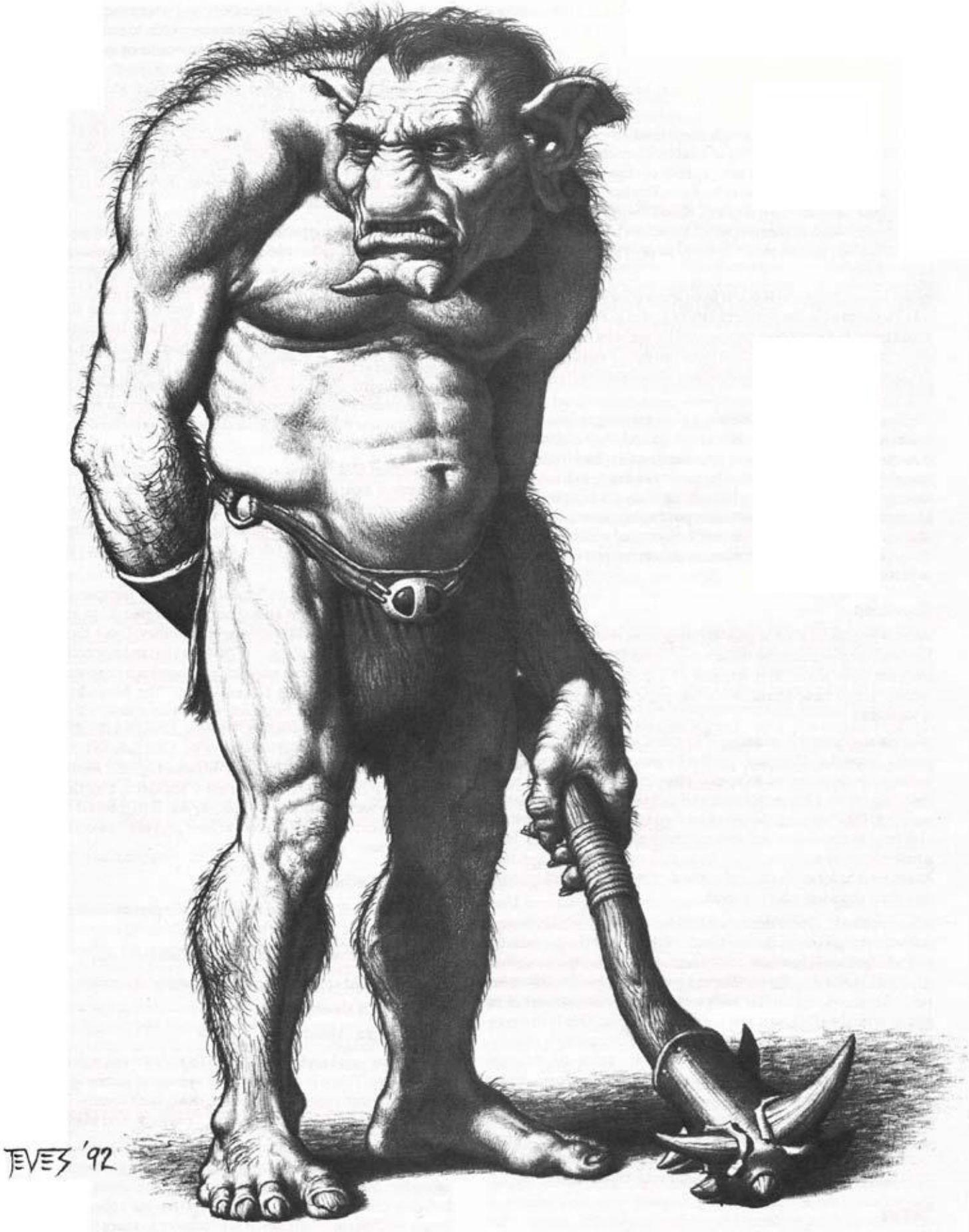
Humans in the company of woffen quickly become aware of the woffen's superior sense of smell and hearing. Their sub-human vision and difficulties with complex sound deciphering become evident as well. Woffen have great difficulty following a conversation in a noisy room, or one with many people speaking. They are easily distracted by sound, but have greater sensitivity to it on an absolute scale. Sounds caused by movement or breathing are easily heard by woffen. Their vision suffers from an inability to comprehend shapes at unfamiliar angles, and generally poor color perception.

The fur of woffen helps prevent only minor injury. Woffen are not as fastidious the crugar in grooming, but they rarely allow their fur to become matted or insect infested. The purple 'siswidill' worm hungrily burrows through the fur of lazy woffen or those too sick to groom. During the Ninindrue Plague Slayings of 2934, sick woffen in grassland and forested areas often fell prey to siswidill infestation before succumbing to crugar massacres.

In some areas of Lundere, female woffen spend more time grooming than the males, typically brushing and tying small locks at the base of the neck; however, in the lower bowl of the realm, south of Yobreh Bay, it is the males that spiff up their coats. The small bones of 'giddles' are tied into chest hair to display their speed and grace as hunters. Giddles are extremely fast herbivores of southern Lundere that can hop as high as eight feet into the safety of trees and tall brush. Woffen savor them as a delicacy — when they can catch them.

The fur of woffen sheds heavily each Mullin. This is not a problem in villages, but causes complaints in human cities like Ardoth, where tavern owners and restaurateurs are forced to deal with mounds of smelly hair. During Mullin, woffen are sometimes denied a place to eat or sleep in Burdoth. Woffen from Lundere consider this extremely insulting.

Woffen parents have between two and six children. A typical pregnancy can end in miscarriage; woffen feel lucky if they can successfully birth two pups in a litter. This is due to a genetic error traceable to the time of the woffen's creation. Consequently, woffen females often spend much of their adult trying to conceive. Pregnancies do not pose as a hindrance until just a few weeks




*Draylib the Trarch and his Favorite Talking Club , Whisper Crunch*

before delivery. The gestation period for woffen is a little under 8 months (three seasons on Jorune). The words used by woffen for the male and female of the species are "doth" and "mah," respectively. There is little distinction between the sexes in their society. Children are cherished in woffen society because of the difficulty in carrying a child to term.

Woffen are omnivores, though they tend toward carnivorous behavior when meat is readily available. They eat durlig with less disdain than humans and are capable of digesting a variety of native Jorune plants inedible to humans. Dry breads called "wooc" are dipped in blood-based gravy called "wug." This is a staple when fresh meat is in short supply. Considered masters of trail side snacks, woffen smoke meats to carry as provisions. An herb that causes them

immediate indigestion is taken from the top leaves of the balweze mèlons (farmed in the northern city of Sydra in Burdoth). Woffen avoid them, but are sometimes served balweze by humans. On the other hand, pickled creshi (fish from Burdoth's northern coast) ia a delicacy to them. The city of Sydra is considered both a haven and hell for woffen diners.

Woffen are not as instinct driven as are the crugar, but they still retain some of the characteristics of dogs and wolves. Howling is a very natural act for these creatures, as is barking and tail wagging. They tend to be loyal by nature and easy to trust, but not as strong willed as the other Iscin races. They are usually friendly in a social setting, but are cautious upon first approach. Woffen are diggers by nature and often bury objects of value. With their incredible sense of smell, woffen are able to recover objects buried in obscurity decades later.

## Disposition

Woffen engage in a lot of play-fighting with one another. Unlike humans, woffen continue these mock fights into adulthood. Play involves both males and females of the species. Even wimpy woffen know how to roll with the punches in rough human settlements.

Woffen can be quick to anger if irritated with enough barbs or caustic remarks. They are prideful creatures who wear their feelings on their fur, so to speak. Humans often miss the signs building up to a hot-tempered and possibly violent display of emotion; the changing stature of woffen is a good clue. They will also tend to speak less and less carefully as they withdraw from conversation or activity. Their backs become more stiff and their knees tend to lock. The lips of some woffen raise slightly during this time, showing a hint of teeth.

When pushed beyond their social limits, they will attack, though not with dangerous or deadly intent. If thrown to the ground, the one who irritated the woffen will usually suffer nothing more than experience of having the woffen's angry, snarling teeth at his or her neck. Creatures unfamiliar with woffen behavior sometimes retaliate with deadly force, fearing for their lives. This is unnecessary, and excessive force infuriates woffen. After periods of anger or rage, woffen calm down quickly. They are quick to turn anger into aggressive fun whenever possible. Their love of company is a strong incentive towards tolerance. Woffen become more and more patient after they reach their teens. Their formal educations do not progress much until this time. It is not unlikely to find woffen in their twenties and thirties pursuing knowledge as Iscin with the same zeal as humans in their mid to late teens.

## History

In the years following Iscin's death, woffen, along with bronth and tologra, were enslaved by the crugar. In desperation, these races escaped to the desolation of the Doben-al where they wandered for generations seeking a lush habitat in which to settle (this time is called the Great Wanderings). When it became clear that the bronth were going to continue their trek into further reaches of the wasteland, the woffen turned back, deciding that they would face whatever crugar force awaited them back in Burdoth. When they returned to the area that had been their spawning ground in the Gauss Valley, they found Iscin's encampment near complete ruin, and only small numbers of crugar scattered throughout the area. The river that had provided water to the valley was dry and a drought had devastated the area.

Most of the woffen traveled south through the valley past another great area of desolation and through the East-Trinnu Jungle Lands, lush and green, teeming with exotic plants and dangerous predators. A third of their number perished in the jungle before they reached the other side. There they found the area they called "Anasan," which means "freedom" in their language. Several hundred years after settling in Northern Anasan, a warp was discovered at the edge of the East Trinnu Jungle Lands that lead to a lush, mountainous area crawling with small prey. Almost half their numbers had traveled through the warp in search of food when the warp collapsed, stranding the travelers over one thousand miles away.

The woffen that had warped to Lundere would not rejoin their relatives of Anasan for thousands of years, but it would not be luck that brought them back together. Both societies became obsessive about ship building, not for fishing or transport, but to speed their search to reunite. To this day, many woffen continue the sailing traditions of their ancestors.

The woffen that stayed in Burdoth generally prospered over the millennia. The drought ended and the woffen lived an isolated existence in contact with humans of the valley. Later, their descendants fell victim to a plague in 2934 that left many paralyzed and unable to walk at a time when crugar hordes from the north and west were invading the Gauss Valley. The Ninindrue Plague Slayings were a dark hour for woffen as whole villages were massacred by crugar invaders. The bloodshed was finally stopped when Caji Gends trained a group of muadra to help him fight the crugar onslaught. Caji Gends, a muadra himself, studied under Sho Copra-Tra, the shanthic priest ("Sholari"). Caji Gends then taught the woffen the power-hold dysha. It frightened the crugar to such an extent that it served to ever prevent a re-occurrence of the genocide.

## Law And Order

The concept of right and wrong is simply defined in woffen culture.

1. Iscin is to be revered by each in his/her own way.
2. None should come to harm at the hands of another.
3. Property is absolute.
4. Slavery is a capital crime.

Woffen are vocal and will chastise those who fail to honor these basic ideals. There is no large scale system of justice in Lundere. Even the most serious crimes are dealt with locally. The most common punishments are "sawott," nipping, and marking.

Sawott is the woffen equivalent of ostracism. It is inflicted for only a short time for small crimes, but serious offenses or repeat offenders may be permanently shunned. Only those who commit heinous crimes are actually exiled. They are called sawotti. In larger woffen communities, it is necessary to mark those who are to suffer sawott by cutting their ear. When the ear heals, the punishment is usually over. Nipping is used for minor crimes or

when youngsters are involved. Restitution is a vital part of the woffen ethic. Those who commit a crime lay before their victim and allow them to place their teeth at their neck. This type of deference typically takes place before sentencing.

The unit of legal decision making is a pack, and a pack is the law. Every pack has a leader, chosen by their experience and popularity. The members of a pack number anywhere from four to ten. Those who live in woffen communities volunteer to enter and leave a pack as prescribed by the pack leader. In larger towns or cities there may be several packs, each having a jurisdiction. If a pack's decisions are unpopular, it will bow to public pressure and a new pack will assemble in its place for future decisions. Sometimes retroactive judgments are made by newly formed packs.

Cases of murder are rare and even more rarely lead to a sentence of death. Sawotti is a preferred sentence. Those punished in this way for murder or slavery are forced to eat eckgrix root, which causes a permanent, blotchy, yellow coloration of the skin and hair. Another side effect of eckgrix ingestion is a deterioration of tissue in the eye which will lead to night-blindness, and causes a look that humans call the "devil-dog" look. In this way, the most serious woffen criminals are always identifiable.

## Demographics

Woffen primarily inhabit their home realm of Lundere, although they coexist with humans in great numbers in the realm of Anasan, south of the East-Trinnu Jungle Lands. They can also be found in Burdoth, Heridoth, Dobre and Crendor. Although friendly with the humans of Jasp, the frequency of cygra in this northern realm keeps most woffen away.

Woffen are happiest in communities of thirty or more (five or six typical woffen families). Without a group this size it is too much trouble to create a shenter for drinking and merrymaking. Even in small communities there will be a full-time shast to entertain and serve the drinks. The shast sometimes brews his or her own stomeh and whall.

The building of a shenter marks the existence of a woffen stronghold in the area, a place where woffen have decided to settle and multiply. The closing of a shenter marks the abandonment of a woffen settlement. Deserted shenters are sealed, and a written inscription is left inside to explain the abandonment. Woffen treat closed shenters almost with the respect given to tombs.

## Culture & Institutions

### Religion

Woffen follow a version of the Iscin religions. The story is told differently throughout their realm of Lundere, but all versions hold Choundra, the crugar, responsible for Iscin's death. Crugar are not individually despised for this offense, but instead serve as a continual reminder of Iscin's murder. Woffen find contact with crugar distasteful, but usually seek no vengeance against them. Young woffen are told that crugar are monsters not for the act of one of their race, but for the enslaving that occurred after the time of Iscin's death. That was the act of all the crugar, not just Choundra.

Woffen have come to believe that prophecy led them to the land of the ancients, Lundere. This is a place that shanthas inhabited long before the woffen arrived. Buried in their religion is a belief that they will hold Lundere until the shanthas rise again to reclaim their lands. The woffen will yield to the shanthas, and will be given thanks and a new home in gratitude.

Iscin is revered by woffen, but not worshipped. Although He was merely human, he created life, each race with a purpose and each with different strengths and weaknesses. The woffen are to occupy the shanthic lands, live in peace, and grow in numbers and in knowledge.

There is little practice associated with the woffen religion and system of beliefs. Those that are particularly devout to the spirit of Iscin howl at the moons each night and travel in packs around the perimeter of their encampment, village or neighborhood. The less orthodox take walks together every four days, when the moon Ebba rises at dusk.

### Celebrations

Woffen don't understand the human practice of giving gifts on particular days of the year. Gift-giving happens perpetually in woffen culture. Giving only on special days is inappropriate because it casts a shadow on the normal days that make up one's life. Presents range from free food and drink at a shenter, to gifts of land, homes and art. Woffen are happy to give freely as long as it is not expected. Those who openly expect to receive from woffen will always find themselves disappointed. Woffen join in marriage when they decide to have a family. The ceremony is a community event to which all are invited. Food and preparations are made by members from every part of the woffen community. The ceremony is very brief and speaks little of commitment or devotion because both concepts are so implicit in the marriage vows. Few woffen marriages end in annulments, but husbands and wives sometimes drift apart with age. This is not viewed unfavorably in their society. The party following a marriage lasts between one and three days. Woffen with busy schedules will party, work, sleep, party, work, party, sleep, etc. The elation of the community reflects their excitement that the couple will quickly bring more children to the world.

### Shenters

A shenter is an underground area built for woffen drinking and partying. Shenters are run by a "shast" who is responsible for the entertainment and upkeep of the place. Shenters are built and paid for by the woffen who use them. Woffen have a natural tendency towards drinking, and certainly towards the kind of fun that any good shenter should be shaking with on a good night. Unfortunately, after the first few times a woffen drinks, he will begin to experience the "crool," a hangover combined with a continual craving for alcohol that can last for a few days after a drinking spree. The only ways to soothe the withdrawal (besides having yet another drink) is through abstinence driven by the strongest willpower, or the chewing of stoma, a concoction known to woffen for millennia; it stains the teeth with repeated use, but can cure the craving in a matter of minutes. Unfortunately, stoma cannot be used to reverse the catatonic of the authew. For that, a limilate recently developed by woffen-Iscin in Ardoth is used. Called "Authew-tie," it induces great pain in the belly of the ingestor, but slowly returns the authew to normal walking and alertness. The base of Authew-tie is stoma with an extract taken from the parthage wines of Miedrinth.

Those who drink to excess will find themselves with the aches and pains that foreshadow the catatonia of authew in less than a year. Woffen who have sworn off liquor or are trying to break a hard habit often have a notch cut into one of their ears; the rest of the community is thereby asked not to lead him into temptation. This cut is on the left ear to differentiate it from those inflicted on criminals. Although the notched woffen may be considered more dependable because of their presumed commitment to abstinence, the companionship of a woffen who can liven a party responsibly is preferred by many. For extended adventures, some woffen will carry stoma (it is very expensive at 1 gemlink per 5 doses) just in case they find themselves gripped by the crool at an inopportune moment, such as right before combat.

### Architecture

Woffen architecture is rather distinctive by human standards. It is low to the ground, partially underground in cases, and has low, sloping rooftops. Although they walk on two legs, woffen don't mind spending time on all fours in the more cramped quarters of their homes. Buildings are constructed mainly of wood, although stone is used for some of the foundation. Upper decks or "strong roofs" as they are called, are popular additions to homes. Woffen love to lie atop their homes as the sun sets, talking to their neighbors or just howling. There are a few large buildings in the major woffen cities, like Yobreh. They include more stone and less wood. The tallest of these is four stories, and its upper deck is the most popular spot in the city.

### Art

Artistic expression for woffen usually takes the form of sculpture, painting or metal working. Their lack of precise color vision makes it difficult for humans to appreciate some of their aesthetics. Lelligirian fashion-gurus tell cruel jokes about woffen who get dressed in the dark — they look better than the those who get dressed with the lights on. Howling is the main form of woffen music, followed by the stringed whosin (of thivin popularity), and, finally, unaccompanied singing, which almost always ends in howling.

### Language

The sounds of the woffen language, "Thowtis" are similar to those of the bronth language "Boru," but has longer words and a significantly different vocabulary. Their grammar is very similar. Speaking one language at an experienced level or higher gives the speaker the skill in the other language at a level of familiar experience.

### Occupations

All of the standard occupational classes exist in a woffen village, including: shasts (bartenders), Iscin leaders (religious leaders), home builders, diggers, deck makers, gift guessers (they recommend good presents for woffen), authew watchers (only a few needed in each community), pack leader, giddle chasers, and feisty, snarling woffen brats who drain the community resources on their early paths to authew.

### Woffen At War

During their long history on Jorune, the woffen have had numerous clashes with crugar, endured repeated attacks near their borders by ramian, fought a few times against humans, and survived one battle with the bronth. Their philosophy has not changed since the days of the Great Wanderings: It is a pity to kill an enemy as banishment is preferable treatment, but if sawotti is not possible, take a large hooked sword and fight until you are hurt. Death in battle is not victorious. Let all woffen share your fight as they did during the enslavement under the crugar. Fight several woffen to one enemy. Always carry home the wounded and dead.

## Woffen And Other Races

Many woffen live in the realm of Burdoth. They are generally accepted in human culture, although they face many hidden prejudices. Their odor makes them undesirable in all but outdoor restaurants, and their poor color vision means they'll have little luck with many jobs in retail sales. Fortunately, most woffen have no desire for such work, preferring hard labor or academic pursuits. Woffen feel they have an edict from Iscin to learn what they can of their world. Woffen laborers and scholars are observed mingling on equal terms.

Buildings and furniture could be styled to better accommodate woffen, but human accommodations usually suit them fine. They wear different clothes than humans, preferring looser fitting pants and rarely wearing shirts, or shoes. "Lawmers," a form of overalls, are very popular with woffen. They stay on their bodies without being tied tightly around the gut.

Humans in Lundere are treated as guests, not permanent residents. They are shown great tolerance by communities even if individual woffen are unable to control their rage; Burdothians explore shanthic ruins and cut trees in areas designated as Iscin Lands, and use language offensive to followers of their faith. For centuries, crugar have tricked unwary humans into wearing the "Blosh," a symbol understood by crugar and woffen to represent the woffen suffering at their hands during the Plague Slayings. It is meant not as a tribute, but as a cruel reminder. Humans so fooled face the risk of hostility by woffen.

Suggestion to travelers in Lundere: don't carry any crugar artifacts, and bring lots of presents for the children of the woffen families you meet or stay with. Candy sticks, jerky, and "play nuts" are favorites with the pups. Play nuts are round, smooth, nuts that can be rolled like marbles or used for a game of catch.

Woffen

# SECTION 4:

# NON INTELLIGENT RACES

Race Encountered

Roll a D100 to determine the race of non-intelligent creature encountered. The quantity of the creature is listed in its table.

## Flora and Fauna Encounters

| Roll | Plant or Animal |
|---|---|
| 1 | Harns |
| 2 - 3 | Losht pods |
| 4 - 5 | Crill |
| 6 - 7 | Bochigon |
| 8 - 12 | Vintch |
| 13 - 15 | Dharmee |
| 16 - 20 | Duradon |
| 21 - 24 | Cougars |
| 25 - 26 | Grey mandare |
| 27 - 30 | Pibber |
| 31 | Corondon |
| 32 - 38 | Scrade |
| 39 - 41 | Talmaron |
| 42 - 49 | Incupod patches |
| 50 - 53 | Wolves |
| 54 - 57 | Vodra |
| 58 - 60 | Thombo |
| 61 - 63 | Dreglamon |
| 64 - 70 | Scragger |
| 71 - 74 | Beagre |
| 75 - 79 | Slutch |
| 79 - 86 | Tarro |
| 87 - 91 | Dichandra |
| 92 | White mandare |
| 93 - 94 | Spirrics stage 2 |
| 95 - 96 | Spirrice stage 3 |
| 97 | Giggit |
| 98 - 100 | Farg |

Add 15 for swampland, jungle, or heavy forest.

Subtract 20 for desert and grasslands.

Treat rolls less than 1 as D20.

Treat rolls greater than 100 as D20+80.

### Response

Depending upon the response listing of the creature, roll 2D6 below to determine its response.

## Flora and Fauna Encounter

| | |
|---|---|
| **Manic** | |
| 2 - 7 | Attack immediately |
| 8 | Readying for attack |
| 9 - 10 | Easily provoked into attacking |
| 11 | Cautious |
| 12 | Retreats |
| **Dangerous** | |
| 2 - 5 | Attack immediately |
| 6 - 8 | Ready to attack |
| 9 | Easily provoked into attacking |
| 10 - 11 | Cautious |
| 12 | Retreats |
| **Obnoxious** | |
| 2 - 3 | Attacks immediately |
| 4 - 6 | Makes violent gestures indicating an attack |
| 7 - 9 | Totally ignores |
| 10 | Cautious |
| 11 - 12 | Retreats |
| **Apathetic** | |
| 2 - 6 | Totally ignores |
| 7 - 8 | Cautious |
| 9 - 12 | Flees |

### Where They Are

Roll a D100 to get an idea where the encountered creatures are. A roll of 0 is straight ahead, 25 is directly to the right, 50, behind the players, etc. For surprise, use the highest Spot or Listen skill level of party members. For the creature, use the number listed for Attack Success (always use the lower number if there is more than one), the creature's roll needs to be higher than or equal to the number to surprise the party. If both groups make their roll successfully, surprise is mutual.

## Listings of Non-intelligent Creatures.

Here is a sampling of the fauna which Jorune now nurtures. These zoologicalical entries naturally center on Burdoth; it is here that the players will likely focus their initial adventuring. The types of animals the players are likely to encounter varies with the realms. Other lands will have their own unique fauna, although certain types, such as grey mandare and corondon seem to be widespread. Do not be afraid to create your own menagerie. Keep in mind: Iscins have determined that there are at least 3 distinct ecologies at work here: one native, one Terran, and one as yet unidentified (the remains of the Lamorri colonization). These systems interface in many surprising ways and the delineations between the forms becomes less and less obvious as they have adapted to their environments. When handling encounters with animals, note that they will have their own agenda, usually involving reproduction, eating, or territory. If the players don't fall into one of those categories, the animal probably won't bother them. The players might be wise to consider doing the same.

Each of the non-intelligent listings share a similar format as described here.

### Type

The kind of being encountered. Most are carnivores, herbivores, omnivores or enervores (Isho eater).

### Number Appearing

The number or type of dice to roll to determine the number of animals present in a given encounter.

### Reaction

A creatures reaction is either Manic, Dangerous, Obnoxious, or Apathetic. Manic creatures always attack on sight. Everything is prey to them. Dangerous creatures sometimes attack. Obnoxious creatures usually want nothing to do with the players, but will attack if bothered. Apathetic creatures, like thombos, often flee when approached.

### Skin Armor

This designates the column used on the Armor Penetration Table and any modifier to the penetration roll. For example: Leather -2 would be Leather Armor column, -2 to the penetration roll, making it equal to very tough leather.

### Advantage Bonus

Add this number to the Advantage rolls made by the creature. The Sholari makes decisions for the creature based upon Advantage rolls. Usually, the higher the roll, the more violent the attack. Non-intelligent creatures still need a 6 or higher to defend without penalty, an 11 or higher to attack, and a 16 or higher to do both. (You may modify this number a few points either way to customize your critter.)

### Attacks, Type

This entry represents the type of attacks which this creature is capable of making as well as the number of attacks possible per round, be they bite, claw, dysha, or whatever.

### Damage for each

This indicates the appropriate column of the Injury Table to use for each successful attack made by the creature. It may also include modifiers to the damage roll, such as: Knife -2. This would mean to use the Knife column of the Injury Table and subtract two from the roll for generally swallow cuts.

### Speed

Roll for creatures Speed Stat.

### Attack Rank

This gives the Melee or Ranged Weapon Attack Skill Rank for this creature's natural weapons. The attack succeeds on the modified roll against a D20.

### Defense Rank

Same as above only for the Defend/Evade skills. Non-intelligent creatures do not choose defense as often as intelligent creatures. With an Advantage above 10, they usually choose to attack. (You may modify this number a few points either way to customize your creatures, especially for larger ones.)

### Defense Size

This works the same as the Size Modifier for characters for defensive purposes only. In other words, the Defense Size is subtracted from any Injury rolls made against the creature, but it is not added to any Injury rolls made by the creature. The creature's Damage listing already has factored in any size modifiers. thus a Bochigon would subtract 3 from any Injury roll made against it because of its huge bulk. It would still only do Thombo Kick +3 if it attacked something else.

### To Hit at Range

These numbers represent modifiers for Ranged Weapon combat against the creature. The body number represents the basic To Hit modifier and the other numbers are modifiers for special or called attacks to each particular location. These modifiers would be in addition to other situational modifiers.

### Dyshas

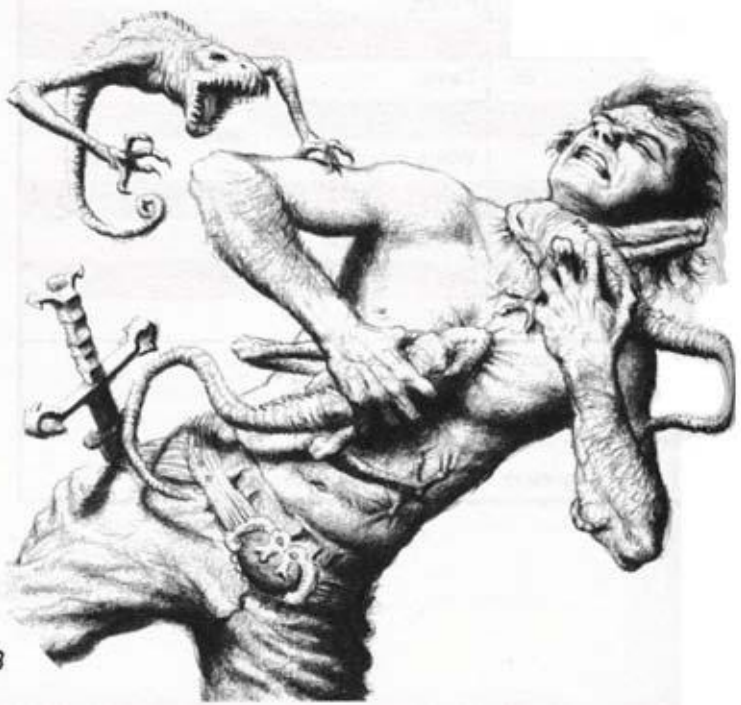
This listing indicates the number and kind of dyshas the creature may have access to.

### Isho

Roll for Current Isho.

### Special

This entry is for any special abilities, habits, or tactics that the creature may have.



## BEAGRE

| Beagre | Number Appearing: D6 |
|---|---|
| Type | Omnivore |
| Reaction | Dangerous |
| Skin armor | Leather-2 |
| Advantage Bonus | +2 |
| Attacks, Type | 2 claws, 1 bite |
| Damage for each | knife -4, bite -3 |
| Speed | 3D6+6 |
| Attack Rank | 14 |
| Defense Rank | 13 |
| Defense Size | -2 |
| To hit at range | -3 |
| Dyshas | - |
| Isho | - |
| Special | - |

Beagre are chicken-sized carnivores that provide city dwellers with all the problems of rats, but at a more threatening size. A Jorune native, Beagre present only a minor nuisance individually, but in packs they sometimes "run" on small towns and cities. A pack of beagre is a far more vicious animal than an individual; running beagre will swarm opponents of any size. Peculiarly, running beagre that take down a large target will often gorge to the point of death. No one knows what catalyzes such outbreaks of rodent hysteria, but prominent Iscin are investigating.

Beagre gravitate toward settlements that create large amounts of squalid waste and, of course, find it easier to reproduce while luxuriating in refuse. The sewage generated by cities (or even small villages) provides a lure they find irresistible. They are capable of digesting almost anything, but prefer the decomposing flesh of Jorune natives, especially thombos and dharmees. After eating, beagre sit quietly. Their digestion stifles their ability to act aggressively; they are virtually unable to perform any strenuous activity after a good meal. For reasons not understood, beagre dig small pits and then sleep in them for days or weeks. This is not a form of hibernation. These filthy beagre-holes stink to high heaven and are sought out by beagre-abatement teams found in most civilized cities.

Besides the organized beagre-hole hunts, city governments (especially in Ardoth) motivate citizen-hunters to track down and destroy beagre roaming on their own. Beagre hunts are staged frequently in cities. Bounties run as high as 20 gemules per beagre (Ardothian prices) when populations begin to swell noticeably. There are those who have earned their reputations as local heroes in the battle against beagre. Gee-Och'o, a scarmis, held the Ardoth Beagre-Abatement (ABA) title for over seven years. He lived quite well by bounty alone, in those glorious times, before falling victim to an unseasonable beagre-run.

Beagre babies are very small, but grow rapidly under the care of their parents. The average litter size is 12. The babies are cuter than their elders, but even more vicious, even to the point of eating their brothers and sisters. Typically, only about 8 beagre from an average litter will survive the rigors of infancy.

Beagre are almost universally maligned across racial and cultural barriers. The only exceptions to this beagre-loathing are found among croid and corastin. Croid are known to commonly eat beagre (by choice), and corastin villages allow beagre to live in their environs because of the natural way they can control their populations. They find the pests perfect for "speeling," a gruesome exercise in which corastin with itchy feet trample on beagre and mash their toes through these creatures' internals. There is no proven scientific remedy for their problems in the guts of beagre, but corastin swear by it.

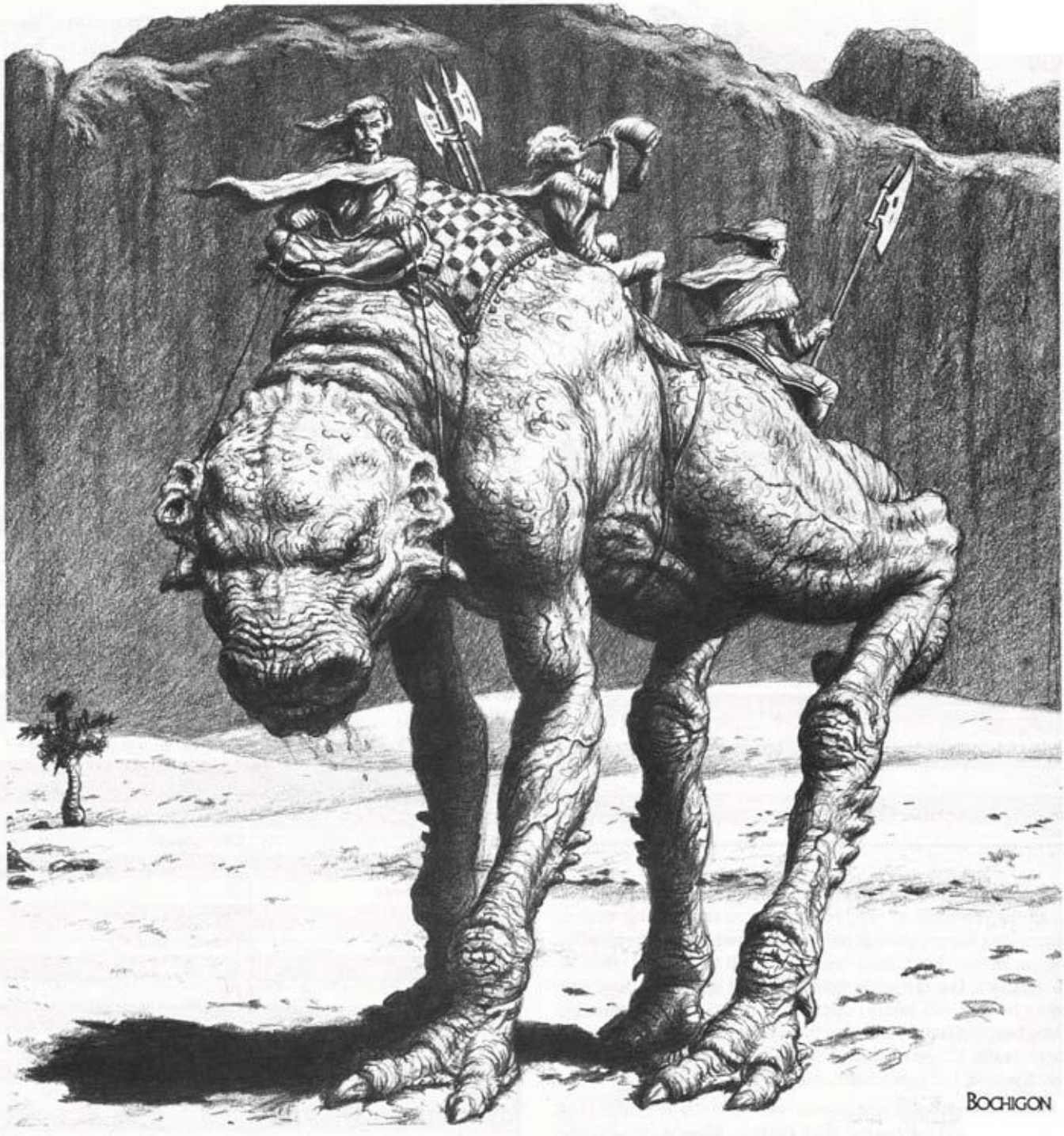
Combat with beagre is very simple. Individuals and small groups only attack at ground level, so people with leg protection comparable to light metal are completely safe. When beagre run, however, there is the additional risk of being knocked down (a vulnerable state in which to find oneself) A roll against Strength is then called for, and any creature failing this roll will be subject to attack by one beagre per round at each part of his body until brought back to his feet, or until the run is over and the beagre killed. Only beagre that have found food stay with their prey. Otherwise, they continue with the pack.

| Bochigon | Number Appearing: 1 |
|---|---|
| Type | Omnivore, kayedi is favoite |
| Reaction | Obnoxious |
| Skin armor | Leather-2 |
| Advantage Bonus | -2 |
| Attacks, Type | Thombo kick table |
| Damage for each | Thombo kick + 3 |
| Speed | 3D6+3 |
| Attack Rank | 14 |
| Defense Rank | 16 |
| Defense Size | +3 |
| To hit at range | body +4, legs -1, head -3 |
| Dyshas | - |
| Isho | - |
| Special | - |

## BOCHIGON

Bochigon are huge beasts of burden capable of packing tremendous payloads. They can pack more than four thombos. Although larger and not as sure footed as thombos, bochigon are more attentive to the surface beneath them, and are able to avoid weak structures and other pitfalls (like losht-pods).

These creatures carry their riders four to five yards above the ground on tall, narrow legs; a bochigon perch is an excellent platform for observation and combat. Combat-trained bochigon charge fearlessly into battle, unlike the skittish thombo. Their loyalty and intelligence make them preferred mounts in dangerous situations, as they have even been known to fight to protect a fallen rider. They react intelligently in battle, and assist their riders by




attacking with their powerful front and rear legs. Their heads can swing as a bludgeon attack.

Training these mammoths requires years of patience from a skilled beaster. Even then, bochigon will choose their own paths through bushes, or cross rivers at points they prefer. The stubbornness of these beasts is legendary. They may kill or maim a would-be rider that doesn't suit them. On the other hand, they will fight to the death for a master they respect. For those wishing to make use of bochigon, good handling skills are a must. Riders must remember that a show of force only infuriates a bochigon. Cooperation is the key to success when dealing with these creatures. In or after a tough spot, they'll be ready for a snack of kayedi, their favorite leafy vegetable.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Humans have speculated that these skills are based upon a rudimentary Tra-sense. Actually, it is the incredible height (4 to 5 yards) of these Jorune natives that gives them an "eye up." This is re-enforced by the fact that they seem to be of the same evolutionary stock as the croid and corastin.

These mammoths can travel twice the distance of a thombo each day, but can maintain such a gait for only a few days a week. Unlike thombos, they need plenty of rest after traveling; one week per month of exertion is a good rule of thumb. Without such a break, they become cranky and less responsive. It is tempting fate to try to upright a resting bochigon. A common phrase on Jorune is "Rest that bochigon before he kills you."

| Corodon | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Thailerian for chest head and torso |
| Advantage Bonus | +0 |
| Attacks, Type | 4 claws, 1 bite |
| Damage for each | sword, bite |
| Speed | 2D6 |
| Attack Rank | 15 |
| Defense Rank | 5 |
| Defense Size | +4 |
| To hit at range | body +6, arms -3, legs +3, head +4 |
| Dyshas | Lightning blast, penetration bolt lightning strike suspension orb and power hold |
| Isho | 2D6 x 2D6 + 30 |
| Special | Thailiers can be turned into shanthic blades. |

## CORONDON

The corondon (or Dhar Corondon, as large specimens of this species are called), are the inspiration for much shanthic technology and lore. From their short, stubby legs, their long, upright torsos can rise as high as 7 yards above the ground. They are protected by almost impenetrable front armoring.

From each of the corondon's four arms curve three claw-like thailiers, sharper than finely honed steel. They can tear a victim to shreds with a single, effortless swipe. The mouth of the corondon is threaded with a row of equally sharp teeth and massively powerful jaws. The tail of the corondon thrashes about in combat, crushing victims or knocking them helplessly askew. Corondon often pin victims beneath their mammoth foot-claws and skewer them with their thailiers. Fresh meat is dragged back to the creature's lair where it is consumed at leisure or fed to their hungry young. Their litters of 2 are live-born and vulnerable till age 2. Naturally, the corondon guard their young with even more enthusiasm than they hunt.This thought daunts even the bravest beaster from trying to harvest corondon whelps.

Dhar Corondon are Jorune natives, and have no eyes. They rely entirely on Tra-sense. Corondon can be fooled with a fake or masked signature. Calm animal dysha infuriates them.

From "ahsks," stalks that dangle from their heads, they launch dyshas. Corondon can fire off a variety of attacks: Lightning blast, penetration bolt, lightning strike, and (surprisingly) suspension orb and power-hold. The launch rate of these dyshas is once per round, per appendage, and the attack multiple for Dhar Corondon dyshas is D6 (meaning that a corondon could potentially launch a lightning blast that would receive a bonus of +5 on injury). These dyshas are usually cast in a burst of 2D6 attacks launched in rapid succession, interspersed between periods (up to a minute) without dysha activity.

The territorial bellowing of the corondon can be heard throughout valleys of Jorune. Close up, the sound can cause ringing in the ears. Villagers rapidly evacuate at the roaring approach of even a small corondon.

Single specimens have leveled entire settlements, and survivors must start their lives over from scratch. These creatures are known by many different names across Jorune. Although "corondon" is the most common, ramian refer to these creatures as "Tirictyve" (Devils Guide). Crugar call them "Techindol" (Lanced Killers). They are common through the Forest of Glounda, and can be found wandering through the Gauss Valley, though their numbers have dwindled over the past few thousand years.

Shanthas extract the thailiers of dead corondon and fashion them into shanthic blades. These swords inflict extra damage even on ordinary swings. Shanthas of the Ca-Du sect were highly skilled in the sword-making arts. Their secrets have filtered down into the hands of a few non-shanthas, but the process is complex; advanced skills with bio-chemistry and weapons smithing are required to complete the preservation process. Several limilates are needed to retard decomposition, as well as some processing agents which preserve the long talon's razor sharp edge.

The corondon's breast plate is also highly prized. Once preserved, it makes a lightweight, super-deflecting armor which is impossible to penetrate with ordinary weapons. Consequently, frontal attacks to corondon do little or no damage with ordinary weapons. Preservation must take place immediately after removal from a corondon carcass. This thailierian cartilage decays rapidly unless treated by specialized armor smiths. After initial treatment (similar to shanthic blade processing) the armor is boiled with boji leaves to make it pliable for use in armor construction.

The earliest shanthic histories record the use of shanthic blades. Corondon were successfully corralled and bred by shanthas in an attempt to create sharper thailiers for special purposes. Shanthic legends also speak of this creature's terrible fury. Lore records the corondon to be the terror that kept the shanthas underground for millennia.

| Cougar | Number Appearing: D6 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | None |
| Advantage Bonus | +2 |
| Attacks, Type | 2 claw, 1 bite |
| Damage for each | Knife -3, bite -1 |
| Speed | 3D6+5 |
| Attack Rank | 14 |
| Defense Rank | 13 |
| Defense Size | +0 |
| To hit at range | body -1, legs -4, head -7 |
| Dyshas | - |
| Isho | 1D6 |
| Special | Crugar are sometimes found in their company |

## COUGAR

These are descendants of the cougars from Earth. They tend to be solitary, but have learned to travel together during occasional migrations. Crugar sometimes travel in their company, and are hard to differentiate at a distance. In such cases the crugar will be dominant. The claws and teeth of cougar are both used as weapons.

The cougar on Jorune are slightly larger and more powerful than their Terran cousins. Their behavior has adapted over time to the rigors of their new world. In forested areas they do battle with scrade and scragger, often winning. More impressive is that they co-exist with duradon in tumbernaw vine-bushes, even sharing in their kills.

Cougar have a limited band of Tra-sense, and can detect the preparation of dyshas. Expect higher concentrations of these creatures in areas where crystal deposits are richer.

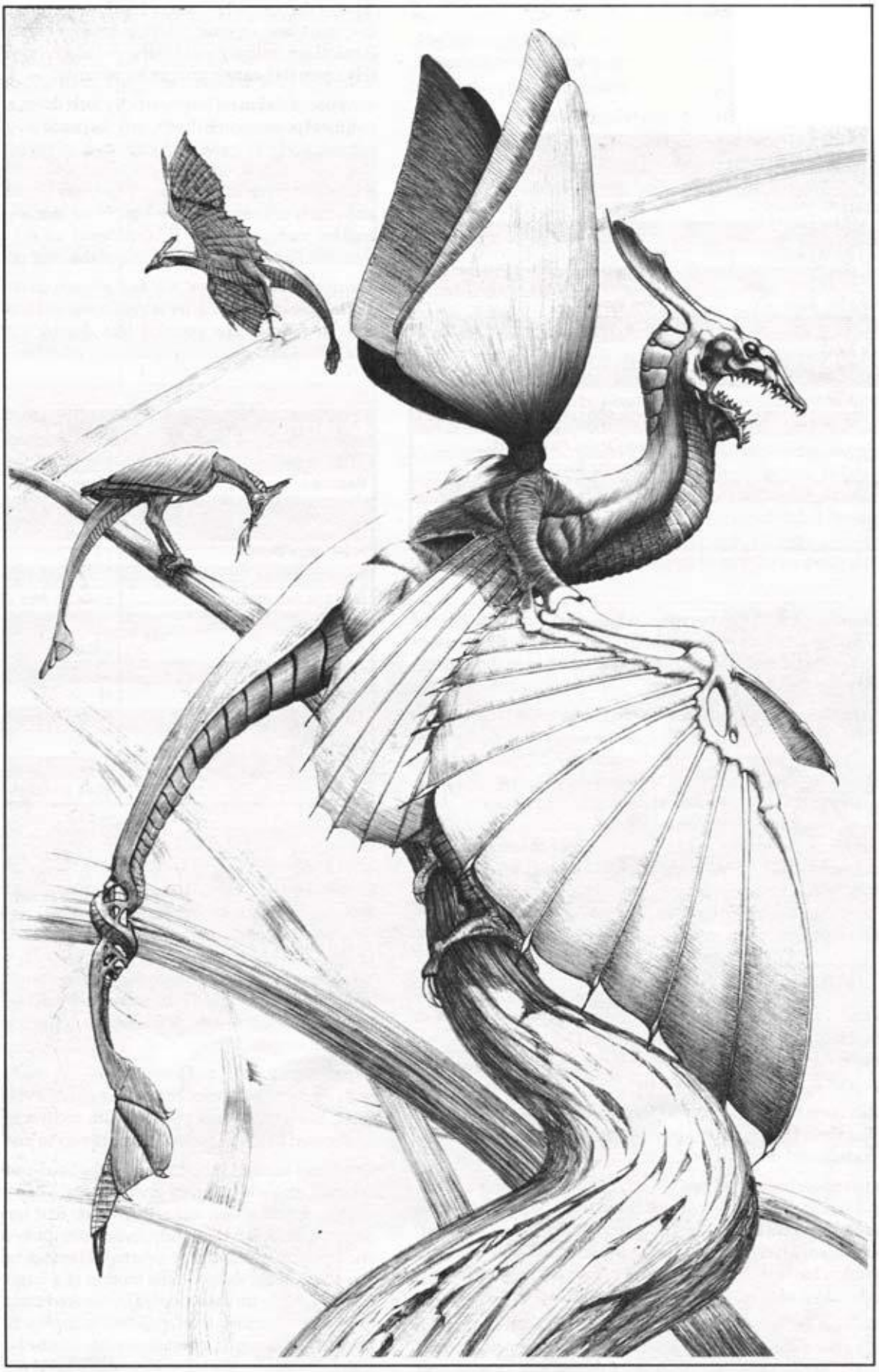
| Crill | Number Appearing: D3 |
|---|---|
| Type | Carnivore |
| Reaction | Obnoxious |
| Skin armor | None |
| Advantage Bonus | +0 |
| Attacks, Type | 1 bite |
| Damage for each | Knife |
| Speed | 2D6 ground, 2D6+20 sky |
| Attack Rank | 11 |
| Defense Rank | 11 |
| Defense Size | -3 |
| To hit at range | body -7, wings -3, head -8 |
| Dyshas | - |
| Isho | - |
| Special | Holds a boc-rod in its tail |

## Crill

Crill are ferocious desert birds, hunted for the boc-rods embedded in their tails. Every part of their exterior is sharp and hard; their beaks can penetrate most armor. These creatures are not born with boc-rods. Long ago, these native avians developed a unique method of self-preservation. They dig with their tails deep into the ground where crystal fragment lie. The sharp fragment pierces the plates in the crill's tail; flesh entwines the shard, and it becomes a permanent part of the creature's body over a period a few months.

The boc-rod of the crill acts as an important defense. It renders the creature immune to dyshas. If the boc-rod absorbs more Isho than it can hold, the rod explodes, destroying the crill along with it.

Once a crill is dead, the decaying flesh will break the crystal shards apart. Only experts crill crystal removal can successfully remove



*Crill With Bod–Rod*

the boc-rod, and even they must begin the attempt within hours of the creatures death.

Hunting crill can be dangerous; they seek food day and night, circling from above. They dive at their prey with arrow-like speed and accuracy.

| Daij | Number Appearing: 2D20 |
|---|---|
| Type | Enervore |
| Reaction | Manic |
| Skin armor | None |
| Advantage Bonus | +4 |
| Attacks, Type | 2 Dyshas |
| Damage for each | See dyshas |
| Speed | 2D6 |
| Attack Rank | 13 |
| Defense Rank | 4 |
| Defense Size | -3 |
| To hit at range | -1 body |
| Dyshas | Isho Drain, Power-orb, Lightning Blast |
| Isho | 8D6 x D6 |
| Special | Fly out of sea, flay with electrical bolts |

## Daij

Daij are ocean dwelling enervores which feed upon the Isho of living creatures. Mostly found boiling through the northern seas of Jorune, they are a menace to all sea-faring races, save the isholess ramian.

They are slimy, hollow, cone-shaped creatures that project themselves, pointed end first, through the water or air. They have no eyes; their Tra-sense is unparalleled among intelligent and non-intelligent life (save shanthas). Daij range in size from one third yard to two yards, but the smallest daij can exert a powerful drain upon any creature's Isho. Although technically a fish, daij can burst through the waters' surface at high speeds to attack ship-bound creatures. They can zoom along the Isho currents better than talmaron, and then plunge in an attempt to strike or frighten their prey into the sea. Larger specimens can remain out of the water for a minute or so without problem.

Daij are also capable of launching the elementary dyshas power-orb and lightning blast when airborne.

Once underwater, the catch is stunned and flayed by blasts of electrical bolts. In this state, the Isho of the helpless victims bleeds into the water, and the daij frolic in the life-giving energy. The bodies later float, usually uneaten, to the surface.

Daij also need to eat matter, and feed mainly on the tiny "biffid fish." For flesh-feeding, they approach with the open end of their cone-bodies, and drag the fish in with a variant of Power Hold..

There has never been a successful foray of human daij hunters into infested waters. Although they are found in all northern seas, the waters off the coasts of Voligire boil with daij. Their only predators are the ramian, which they have no ability to detect. Invisible to the daij, ramian harvest their contraband cargo, which they hope to smuggle into Ardoth in exchange for the limilate they need.

Daij are best known for the effects of their ingested flesh. Only seconds after eating daij meat, a users Tra-sense is so heightened that Isho currents in the air can be easily detected. Ramian once provided Burdoth with its supply of daij meat for muadra control, but in 3477, the Ardothian Council prohibited future sales.The "daijic" that roam the streets of Ardoth are no longer allowed to eat daij meat, and so must resort to inferior crystal substitutes. The Burdothian military and Dharsage Palace, however, still covertly rely upon daij-eating guards for security.

Any use of daij meat is now strictly forbidden, and the penalty for daij meat possession is death. Any daij trade is by nature trade with ramian, and any trade with ramian is inherently in exchange for shirm-eh limilate, without which ramian cannot heal. Because of complaints from other realms, especially Dobre, that ramian will not attack without a ready supply of shirm-eh, any trade that enables ramian to war is considered an act of aggression by Burdoth against member realms of the council.

Those who eat daij meat will suffer harm on days of Isho storms. Their increased sensitivity leaves them vulnerable to the storm's ebbs and flow. The stamina loss during a storm will be D6 multiplied by 3.

| Dharmee | Number Appearing: D3 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Carapace -2, none in hind-quarters |
| Advantage Bonus | +0 |
| Attacks, Type | 2 claws, 1 bite |
| Damage for each | knife -3, bite -3 |
| Speed | 3D6 |
| Attack Rank | 13 |
| Defense Rank | 12 |
| Defense Size | -1 |
| To hit at range | body +0, head -5, legs -4 |
| Dyshas | - |
| Isho | 2D6 |
| Special | Hide underground |

## Dharmee

Dharmees resemble the komodo dragons of Earth, but they are not reptiles. They are native Jorune creatures, well adapted to dry, desolate climates. Dharmees are very agile and fast. Their front teeth jut from long, snouted mouths and they use their long claws to tackle prey. They are tough skinned creatures, further protected by a light carapace that runs along their backs. Unfortunately for the dharmees, this shell thins out just enough to leave their rears exposed targets.

Usually less than a yard long, dharmees pose little threat to those with armor or weapons, but specimens of 3 yards are rumored to exist. Tales of victims mauled with teeth and claws, and then swallowed in chunks, don't give shivers to just children.

Dharmees force their bodies under the hard-packed ground of the Sobayid, and wait for prey to draw near. They burst from the dirt with ease, and attack viciously. If their first lunge fails, they hiss and snap and flail randomly, in an attempt to startle their frightened prey into moving or misstep. They see only with a limited Tra-sense, and rely upon the motion of a target for any accurate tracking. They are easily fooled by masked signatures, which they find more intriguing than frightening. In their habitat, they are the primary predator. The best dharmee-defense is to hold absolutely still, and wait for the beast to get bored and give up.

The most fruitful attacks against dharmees are aimed at their soft hind quarters. A single, swift swat to the butt of a dharmee is an effective deterrent to expected aggression. Special "dharmee-swatters," long hooked sticks, are crafted by the people in the Sobayid in southern Burdoth. They often need to swat dharmee where it counts.

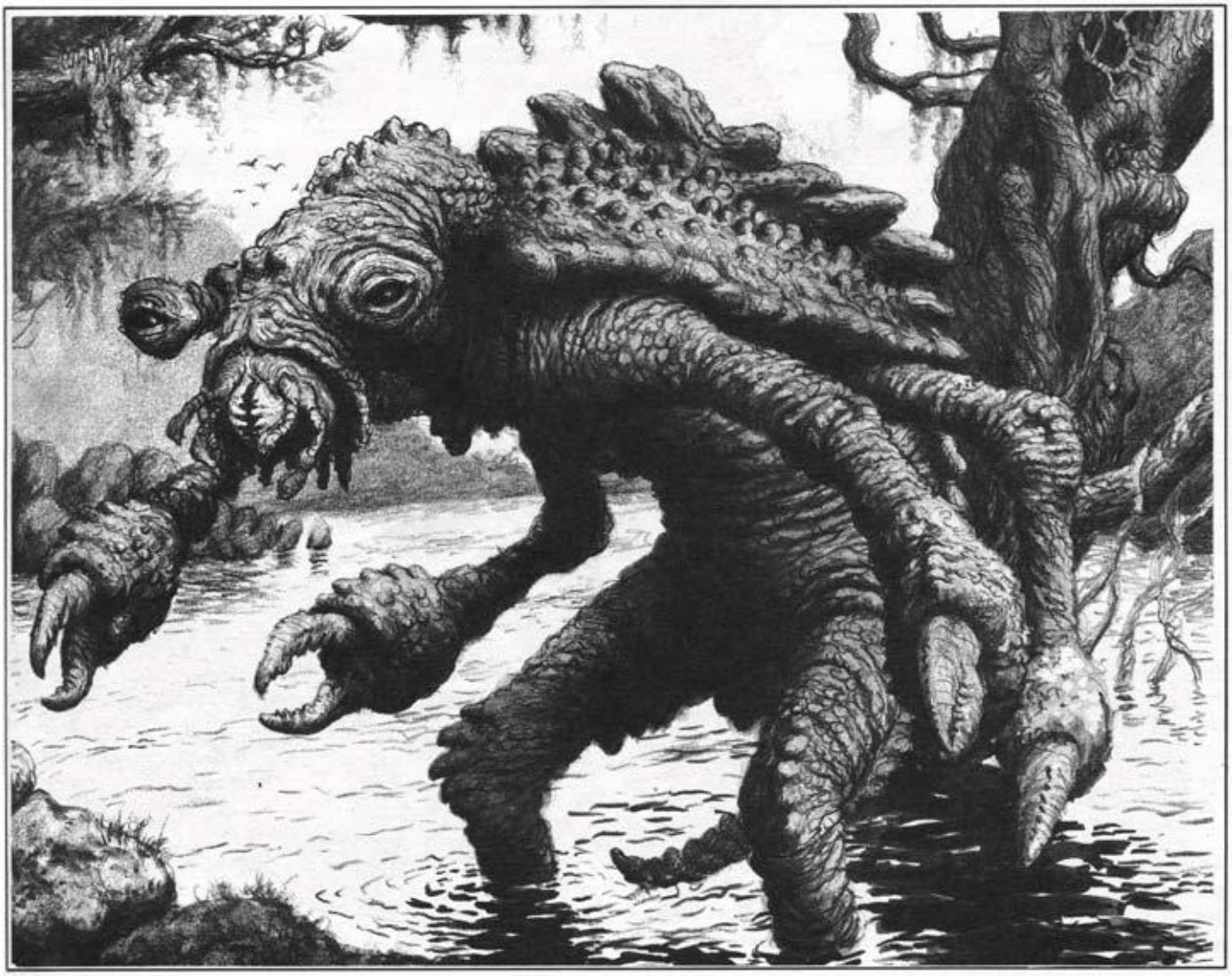
| Dichandra | Number Appearing: 1 |
|---|---|
| Type | Omnivore |
| Reaction | Dangerous |
| Skin armor | Carapace, none in front |
| Advantage Bonus | +0 |
| Attacks, Type | 4 fists |
| Damage for each | Club |
| Speed | 2D6 |
| Attack Rank | 12 |
| Defense Rank | 9 |
| Defense Size | +2 |
| To hit at range | body +1, arms -5, legs -3, head -7 |
| Dyshas | - |
| Isho | 2D6 |
| Special | Surprise attacks |

## Dichandra

The amphibious dichandra inhabits lakes, marshes, bogs, swamps, rivers and streams of Jorune. Each of the dichandras four arms has a hard, knobby wrist (swung as effectively as a club), and is finished by powerful pincers tipped with remarkably sharp edges.

Dichandra are native carnivores, fond of small game. They will attack human sized creatures, bludgeoning them to the ground with their "stones," as their wrists are called. They then tear victims apart with their sharp pinchers. For meals that have to wait, dichandra drape their tentacled mouths across the face of their conquest, and a paralyzing fluid flows until all signs of struggle cease. Bodies are dragged through a maze of sink holes into their underwater lairs for later grazing. When the opportunity arises, dichandra are not above emerging directly from a lake or river in search of food. Larger dichandra are capable of spitting their paralyzing liquid a couple of yards. Any unprotected part of the body it hits will go numb and dangle unresponsively until a roll against Constitution can be made. One roll is allowed every day after such an attack. The resulting allergic reaction causes painful swelling in most creatures.

In order to stalk land based creatures, dichandra dig underwater tunnels from their more familiar territory to just below drier ground. Once burrowed in under a thin surface, they wait for an unsuspecting creature to draw near. Their pincers dart through the dirt crust and do most of the work. A quick snap to an ankle gives them all the time they need to emerge from their tunnel and pound

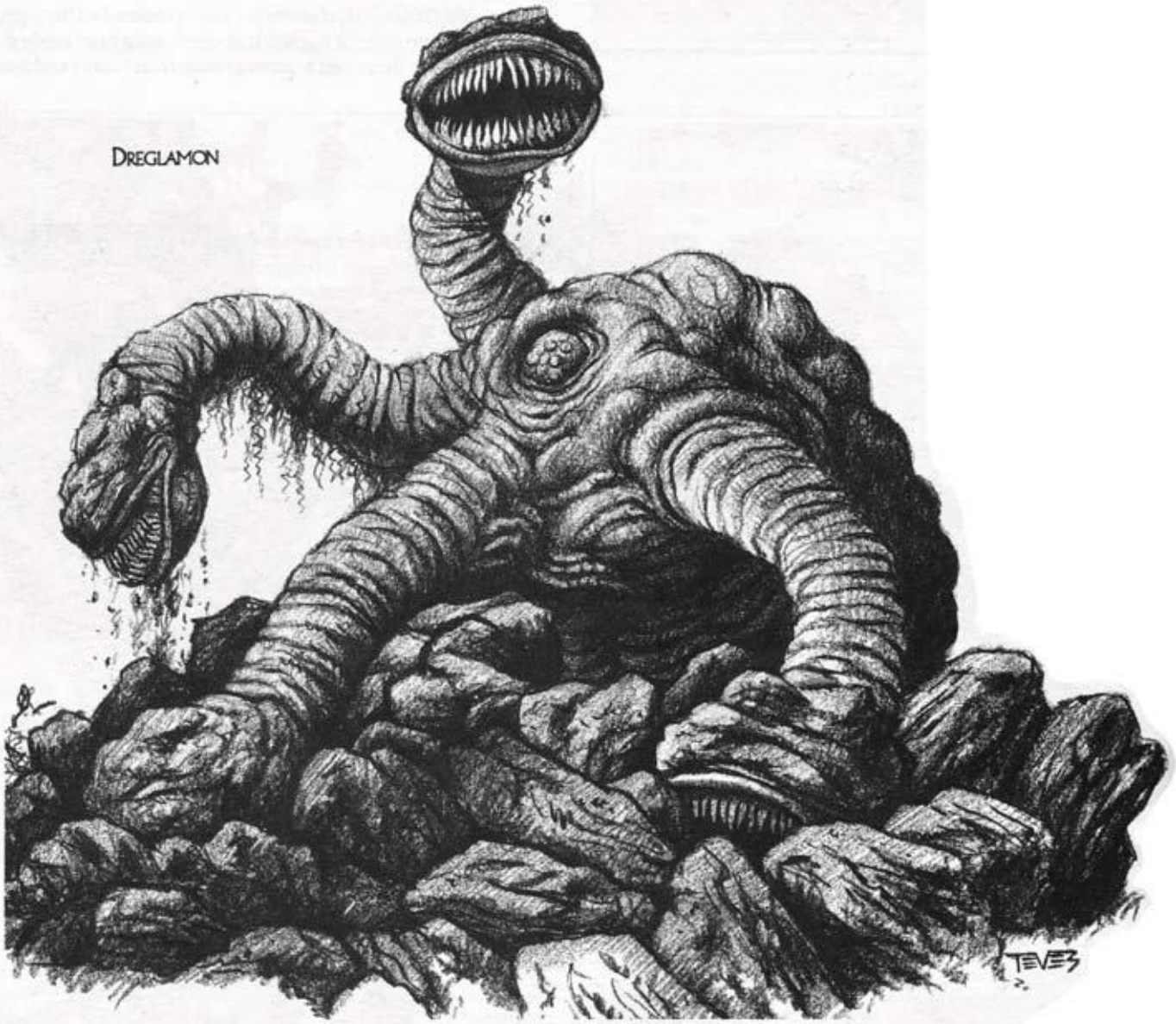


down their catch. Dichandra often surprise those passing by who venture too close to one of these "sink holes." Creatures missing a foot have often survived a close encounter with a dichandra.

Dichandra lairs are identified a thin foam floating at a lake or river's shoreline. This is a sign of unhatched dichandra eggs buried a few feet below the shoreline. Dichandra fiercely protect these nests. Those who dig for their eggs may find themselves dragged to a watery grave.

Dichandra are often killed so that their rock hard wrists can be used as musical instruments. By boring small holes through the "dichandra stones," instruments for playing soft melodies can be made. Thivin are the masters of the dichandra stones and are their dichandra's biggest threat in nature, besides farg. Thivin plug the dichandra sink holes, forcing them to travel the land in search of food. Dozens of thivin will surround a creature with spears, remove the wrists and leave the dying creature to rot. The resulting stench in the Cushindell Marshes of Northern Burdoth can be overpowering. These hunts usually take place at night, when dichandra are most likely to hunt. Dichandra intent on staying in for the night chitter for a few hours in the evening.

| Dreglamon | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Leather |
| Advantage Bonus | +2 / +5 on first attack |
| Attacks, Type | 4 heads, 1 rock spit |
| Damage for each | Bite+2, rock+2 |
| Speed | D6 |
| Attack Rank | 7 |
| Defense Rank | 15 |
| Defense Size | +4 |
| To hit at range | body +4, head -2 |
| Dyshas | - |
| Isho | D6 |
| Special | Launches rocks at prey |



## Dreglamon

Dreglamon blend into the random rock formations which criss-cross the landscape over much of Jorune. They are slow creatures, capable of moving their enormous, multi-headed, worm-like bodies only a yard every couple of seconds. Dreglamon must rely upon surprise to capture a meal. They sense vibration and the signatures of those nearby, and uncoil their powerful necks to launch rocks at their prey. A stunned or unconscious opponent is dragged back to their lair for the kill.

The clutter of weapons, items, and armor from intelligent victims of dreglamon attack are strewn about the creature's lair. Such treasures often entreat the curious to their deaths. Thriddle traveling through an area will mark dreglamon spots off by scoring trees or building small piles of stones or twigs. Unfortunately, the thriddle symbols for "dreglamon nearby" is very similar to that for "High Isho area nearby."

Dreglamon are genderless Jorune natives. Their offspring are launched at the end of the creature's 30 year lifespan. This process destroys the elderly dreglamon in an eruption of flesh, but projects its young up to a half mile away. There the young hatch from their heavily armored shells and quickly burrow into the soft ground. This spawning usually takes place in the months of Eris.

Populations of dreglamon are heaviest in the East and West Trinnu Jungle Lands, Lundere, Drail, and southern Dobre, called Hobeth. In these areas falling dreglamon babies are a constant hazard. Trarch consider dreglamon babies a delicacy, and organize hunts for their acquisition.

| Duradon | Number Appearing: D3 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | None |
| Advantage Bonus | -2 |
| Attacks, Type | 1 claw, 1 bite |
| Damage for each | Knife -3, bite -1 |
| Speed | Flying 2D6+10, ground 2D6 |
| Attack Rank | 16 |
| Defense Rank | 18 |
| Defense Size | +4 |
| To hit at range | body +5, wings +4, legs -1, head -4 |
| Dyshas | - |
| Isho | 4D6 |
| Special | Live in tumbernaw bush |

## Duradon

Duradon are large relatives of the domesticated talmaron. This variant is much larger and stronger, capable of clutching and carrying even large, struggling creatures into the air. The major difference between duradon and talmaron (besides size) is the duradon's aggressive disposition. These creatures cannot be trained or riden.

Duradon live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush. These vine-bushes are large, rambling vegetations which support powerful branches in all directions. Pocketed somewhere in the dense growth of these plants are the nesting grounds of these carnivorous beasts. Although they maneuver poorly in the cramped quarters of their homes, their ferocity makes up for any lack of mobility. Those who have ventured too far into the tumbernaw have lost limbs, or worse.

The duradon's large claws have great clasping capability. These creatures swoop down and grab their prey, dropping them on nearby rocks to tenderize the meat for their young. The duradon's tenancies are well known to many races. Areas devoid of cover are avoided where duradon prevail.

## Durlig

Durlig is a plant created by Earth scientists to provide all the nutrients needed by humans. It grows almost anywhere on Jorune, but isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible for humans, most are difficult to digest, and none provide a substantial amount of the necessary vitamins. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leeched and boiled with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the poor of Jorune are often unable to buy crethin. Worse yet, those of poorer circumstances end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately for the peoples of Jorune, such harvesting equipment is now rare. Durlig is planted by hand, and requires whole teams to dislodge a single root. When available, thombos can provide the pulling power needed. Durlig harnesses can be purchased in any area involved with agriculture.

When found in the wild, only the tops are exposed. To get to the stalk of the plant requires a great deal of pulling and digging. Often, hungry creatures settle for the green tops. These are a last resort for most. Durlig tops start to decompose into a stinky mess shortly after being picked.

| Farg | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | None |
| Advantage Bonus | +0 |
| Attacks, Type | 2 arms, 1 beak |
| Damage for each | club+2, knife |
| Speed | 2D6 |
| Attack Rank | 13 |
| Defense Rank | 16 |
| Defense Size | +4 |
| To hit at range | body +6, arms -2, legs +0, head -5 |
| Dyshas | - |
| Isho | 1D6 |
| Special | - |

## Farg

The enourmous farg are ferocious swamp dwellers. Although Jorune bred, poor eyesight and poorer tra-sense can keep them from detecting prey, but at first recognition the farg goes into action. Club-like arms pounding, and teeth gnashing, farg make fast work of intruders. Farg have no home teritory; they constantly roam the swamps of Jorune in search of food. Farg are not selective. They will eat anything.

Despite their bulk, these creatures have no trouble navigating the swamplands. By grabbing out for rooted vines, and heaving themselves forward, farg are able to propel themselves quickly through the swamps. Encumbered with supplies, humans making

their way through wetlands are easy prey. Boccord of Ros Crendor are rarely surprised by farg because of their childhood training in swamp creatures. They are traditionally taken in groups to swamps where they learn to recognize the ominous farg signatures. Unfortunately, sleeping farg give off no discernable signature, and can be encountered accidentally.

Farg are infested with "lirgin beetles," nasty Jorune insects that burrow into the top layer of the creature's skin to lay their eggs. During attacks, lirgin hop about, sometimes landing on the farg's opponent. The bite of the lirgin is very painful and causes a few days of minor delerium. A roll is made each day after a bite to see if the delerium has faded. The sholari makes this roll secretly. A player that remains delerious may become (EQUAL CHANCE) paranoid, self-nghteous, stupid, or fearful until the effects have worn off. Little known facts about lirgin beetles: cleash consider their juices an aphrodesiac, and Ca-Du Shanthas use lirgin juice in the preparation of shanthic blades and thailierian armor.

Attacking farg fight not only with their arms and mouths. They will not hesitate to make use of small trees and large rocks — anything they can grab — when they have a victim to beat to a pulp. Treat trees as clubs for combat purposes. They like to collect the belongings of the intelligent creatures they kill, but when the time comes to move on in search of food, they abandon their collections in the swamps.

Adventurers tell tales of packs of farg that herd creatures into the centers of their swamps and guard them until mealtime. Given the limited abilities of farg to communicate, this phenomenon must be rare, if it is indeed true.

## Gerrig

Gerrig is an offshoot of the durlig plant. This wild variety of the plant is edible and nutritious to humans, but it tastes even worse than durlig. It is eaten only in times of dire need. The humans of Miedrinth appear to be the only peoples that enjoy eating it.

| Giggit Stage 2 (spirric) | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | None |
| Advantage Bonus | +2 |
| Attacks, Type | 2 arms, 1 bite |
| Damage for each | sword, bite |
| Speed | 3D6+6 |
| Attack Rank | 13 |
| Defense Rank | 16 |
| Defense Size | -3 |
| To hit at range | body -5 |
| Dyshas | - |
| Isho | - |
| Special | Cleash may be nearby if spirrics are easily found |

| Giggit Stage 3 (spirric) | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | Leather |
| Advantage Bonus | -2 |
| Attacks, Type | 1 Bite |
| Damage for each | Bite |
| Speed | D6 |
| Attack Rank | 10 |
| Defense Rank | 12 |
| Defense Size | -3 |
| To hit at range | body 3 |
| Dyshas | - |
| Isho | - |
| Special | - |

## Giggit

Giggit are the larva of a ferocious jorune insect, the "sperric." Most commonly found in the East Trinnu Jungle Lands, these creatures are prized by the cleash who take residence in the Ice Fields of Gilthaw. Their lives of giggit are made up of three stages:

These insects start as larvae, small and grub-like; they are often found under rocks or in the roots of trees. At this size, they are known as "giggit." It is the giggit that are sought by thriddle for their pipes.

To enter their second stage of life, giggit burrow underground to the base of a tree or other large plant and connect themselves. Their bodies then secrete a thick ooze. Left undisturbed for a few months, they emerge as terrible, cat sized creatures with a set of hellish jaws. In this stage, they will attack any living thing, attempting to root their sharp hooks into some food. After a single gorging they again burrow into the ground.

This time when they emerge, they are more bulbous, worm-like creatures. Thus altered, they loose some of their mobility, but none of their ferocity. Their teeth have been replaced with a rigid set of gums. It is during this time that they shed their larvae sacks (giggit). It is also at this stage that they are temptingly delicious to cleash. Spitting mean, spirrics don't wait around to be eaten. Cleash have developed sophisticated traps for these creatures, which are easily baited by glittering metal and boiling water. Their traps are often covered pits, which can fill with a dozen or so spirrics during a lucky afternoon. Once trapped, they are speared and eaten. In their third stage of development, giggit retain little of their burrowing capability.

The lifespan of the third stage spirric is three or four weeks after it has given off its larva sacks.

Given the cleash predilection for sperric snacks, it is obvious that they come from the same transplanted stock. Seasoned with various plants, cleash like to cook up dozens of spirrics at a time, making a cleash feast. Those nearby should be careful; unlike most predators, cleash are the most vicious just after they've eaten.

| Harn | Number Appearing: D3 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | Leather |
| Advantage Bonus | -2 |
| Attacks, Type | 1 sandblast |
| Damage for each | Attack club |
| Speed | D6+6 |
| Attack Rank | 9 |
| Defense Rank | 17 |
| Defense Size | -1 |
| To hit at range | body -2, arms -4, legs -3, head -8 |
| Dyshas | - |
| Isho | 3D6 |
| Special | Underground spit chambers |

## Harns

Harns are hairless and eyeless desert dwelling Jorune natives. They live beneath sand drifts, forming long underground tunnels that can stretch miles. Their necks excrete a thick, yellow paste which binds sand like concrete. Harn labyrinths are sought by travelers because they offer a prized desert commodity, deep wells. In especially parched areas parts of the Doben-al, pathways between abandoned harn wells are the only viable route.

The body of harns contain a large sand bladder which they uses to blast their prey. A lucky hit to the face can be blinding, or, as in the case of smaller creatures, can cause unconsciousness. Treat harn sand blasts as club attacks, but roll injury twice, each time at a penalty of 2. Harns can make three such attacks before recharging in the sands below. Their recharge takes them less than a minute, during which time they might reappear two-dozen yards from where they were last seen.

Harns expose little of themselves when attacking. They are most vulnerable when they emerge from the sand to drag their prey underground, which they accomplish with their tiny, otherwise useless arms. Their mouths are large and powerful, but slow at biting; their teeth are best used for digging. The harn's curious habit of drooling sand is of no combat significance, but is a bit frightening. Desert veterans claim that harn drool just before they attack.

| Horses | Number Appearing: D3 |
|---|---|
| Type | Herbivore, plants and grass |
| Reaction | Apathetic |
| Skin armor | none |
| Advantage Bonus | -2 |
| Attacks, Type | Thombo kick table |
| Damage for each | Thombo kick -1 |
| Speed | 2D6+15 |
| Attack Rank | 10 |
| Defense Rank | 14 |
| Defense Size | +2 |
| To hit at range | body +5, legs +0, head -5 |
| Dyshas | - |
| Isho | - |
| Special | - |

## Horses

Horses are the mounts of the rich. They are always named, unlike other common mounts. Although prized, these terran riding creatures have not fared well on Jorune. Random genetic shifting now prevents them from producing many fertile offspring. Their inability to compete with native Jorune life in the wild necessitates their domestication. It is only the longlasting care of humans that has allowed them to survive to this day. Finding a horse at a bazaar is rare indeed.

Although not as durable as thombos, horses provide a safer platform for combat. They can travel about 32 miles a day. During much of this time they must be walked. These distances assume a travel rate of about 4 miles an hour for 8 hours a day.

## Incupod Patch

When found in the wild, incupods group in a patch of D10. At any given time, 1D6 will have gone to seed and are unavailable for corking. The others are at various stages of growth. Those that are too young cannot accept a cork. Busk are always present in the area surrounding an incupod patch, planting corks in pods. For a more complete description of incupods and recos, see the Items Section of this chapter.

In wild patches there is a 25% chance of a failure mode reco inhabiting the area (select reco types from the Items section found in this chapter). Incupods in the wild have this same probability of producing failure-mode recos.

## Losht pod

Losht pods are floating spheres filled with seeds. They are blown about by air currents throughout the deserts and plains but they are suspended in the sky by a primitive form of Isho riding; they are common in the Doben-al. When the pods die, they fall to the ground, and are buried by the sand. Their delicate endosperm will rupture if punctured, issuing a sticky yellow spray. This goo will quickly decay any metal it contacts. Otherwise, it is not harmful. Thombos are not talented enough to avoid the pods. The full-grown losht are enervors, and spend the days floating in the sunlight, soaking in the Isho wind. The core of the pod weighs only a few ounces. It is prized for beauty. Losht pod cores can be found hanging from the ceilings of high class incleps and illidges.

| Mandare | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Leather + 2 |
| Advantage Bonus | +0 |
| Attacks, Type | 1 bite and swallow |
| Damage for each | Bite |
| Speed | 3D6 |
| Attack Rank | 7 |
| Defense Rank | 3 |
| Defense Size | +5 |
| To hit at range | body +6, neck -4, head -7 |
| Dyshas | - |
| Isho | - |
| Special | Leaves large troughs in the ground |

## Mandare

The mandare is one of Jorune's greatest terrors. In Burdoth, the grey mandare is the most often encountered variation. They are little more than ferocious mouths connected by long, waving necks, that terminate on huge mounds of rippling flesh. Mandare vary from a humble yard across to those impressive specimens ten yards wide. These creatures roll along the ground by a series of puslings and contractions reminiscent of terran snakes, or like a wave over water. Mandare troughs, littered with souvenirs of destruction, can be follwed long distances (leading to the creatures that left them).

An engaged mandare's neck can extend to twice its resting length, but it loses strength in such a state. Mandare mouths are lined with dozens of rows of jagged, splayed, razor-sharp teeth. The talents of the jaws that hold such weapons do not match the visual terror they convey; the muscles are underdeveloped, and mandare prefer to swallow creatures whole rather than strain their jaws with mastication. Once food has been swallowed, the mandare's powerful neck muscles pulverize it to digestible mulch. Only the strongest metals can survive the force. This is known because undigested remains are routinely flushed from the mandares' pouch along the mandares' trough. The prospect of finding valuables is the incentive adventurers need to follow a mandare path.

As a native Jorune animal, the mandare uses Tra-sense to target its viscious mouth at the most easily detected targets. False signature can save your life if faced with that barbed maw. The roar of the mandare is truly ear-shattering. Creatures have suffered split eardrums while combatting this sinister element. Rolls against Constitution are required to see if a character falls to his knees in pain.

Those who live to tell the tale of being bitten in mandare combat carry the souvenirs to prove it. Mandare teeth are so easily dislodged that they stick into the flesh of whatever they pierce. They are prized as good luck charms; as any collector of mandare teeth is lucky indeed!

Mandare are found in every climate on Jorune. Although they build no lair, they often stay in the same area for a time before moving on. During such settled times, they are quite territorial. It is a spectacle to see two mandare battling over territory

Mandare are genderless, and do not share their company. Their egg buds are sometimes sought for bounty.

Their toothless relatives, the "white mandare" prefer cooler climates; they can be found in chillier regions like northern Temauntro.

Mandare never dodge or evade, but their heads often swing out of reach. That is what the number listed for Defense Success indicates.

| Pibber | Number Appearing: D6 x D6 x D6 |
|---|---|
| Type | Herbivores |
| Reaction | Apathetic |
| Skin armor | None, or carapace if thisting |
| Advantage Bonus | +3 |
| Attacks, Type | 1 claw, 2 claws when thisting |
| Damage for each | knife -5, knife -3 |
| Speed | 2D6 +15 |
| Attack Rank | 7, 14 when thisting |
| Defense Rank | 7, 14 when thisting |
| Defense Size | -3 |
| To hit at range | body -4 |
| Dyshas | - |
| Isho | 2D6 |
| Special | Carried as woffen treats |

## Pibber

Pibber are small, good-natured, furry rabbit-sized creatures native to Jorune. Although tasty treats for woffen and trarch, pibber are often taken as pets by other races. Pibber are joyous little balls of fur — until mishandled. Frightened pibber "thist," a process that transforms them into terrifying clawed beasties, that strike out at anything nearby in frenzied spasms. The makeover takes about 15 seconds, and during this time the pibber whines and squeals in obvious discomfort as its skin excretes a hard, crusty substance that offers it protection. The claws of the thisting pibber are very sharp, and are covered with a sticky resin that blocks healing. Only the arrigish limilate can reverse this condition in an injured party. During birthing season (Mullin), the pibbers are exceptionally sensitive before they birth their litter of 10-14 young. The attrition rate on pibber young is fairly high since they cannot thist for their first two months.

Pibber can thist only once a month, and most never enter into this terrible ordeal. In the wild they will approach strangers that show no outwards signs of harming them. In cities they will bounce right up to their owners and friends Children are tought from a young age not to mishandle pibber. The creature's thisting cry is both pitiful and frightening.

| Wasto/Scrade | Number Appearing: D3 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | Carapace |
| Advantage Bonus | +2 |
| Attacks, Type | sherrids 1 per round |
| Damage for each | sword |
| Speed | 3D6 |
| Attack Rank | 7 |
| Defense Rank | 7 |
| Defense Size | -1 |
| To hit at range | body -1, arms -5, legs -3, head -8 |
| Dyshas | - |
| Isho | - |
| Special | springs from ground or drops from trees |

## Scrade

Scrade are insect-like creatures which either hang from trees, or bury themselves underground, waiting for an easy meal. Their hunched bodies are muadra sized and, due to their structure, appear to be related to the cleash and scarmis. Their razor-sharp arms are called sherrids. They slash out at their prey, attacking in a wild frenzy. They may evade on all combat rounds, jumping wilding about. Ignore evade rolls that indicate a fall.

Scrade are also called "wasto" in human cultures. They are nasty smelling creatures whose joints constantly drip an organic lubricant. A single drop of this brown fluid landing on an a creature's cheek usually signals death from above. Note that this odiferous liquid does make an excellent lubricant for machinery.

| Scragger | Number Appearing: D6 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | None |
| Advantage Bonus | +5 |
| Attacks, Type | 1 bite |
| Damage for each | Bite |
| Speed | 3D6 |
| Attack Rank | 9 |
| Defense Rank | 8 |
| Defense Size | -2 |
| To hit at range | body -2 |
| Dyshas | - |
| Isho | 2D6 x D6 |
| Special | Saliva contains a painful toxin |

## Scragger

These jumping "teeth on feet" are ready to bite anything they can sink their fangs and claws into. They are small (but vicious) creatures, weighing about 30 pounds — all jaws and legs. Scragger often perch overhead. They roost in places from which they can drop directly down upon their victims. Explorers are advised to take notice of things dangling from trees, caves, and other likely scragger perches.

Scragger are feisty little buggers, not a bit sluggish. They often chase their prey on two feet, leaping mouth-first when close enough. The scragger's huge, toothy mouth clamps onto its victim with each bounce, taking massive bites. Scragger will not let go once they have penetrated the armor of their prey. They inflict teeth damage to that location each round until removed. Armor penetration need not be rolled again. Effective strategies for their destruction include knives, fire-touch, and friendly assistance. Because their saliva contains a painful toxin, players must roll against Constitution each round to see if their bitten characters fall.

Although the scragger is a Jorune native, the only race of creatures able to co-exist with them are croid. The croid find their own thick, crudge armoring a nuisance. But it is a feast to scragger. Commonly, several scragger will sit atop a single croid, biting off chunks of crudge from time to time. If a croid is irritated, or its stomach starts to rumble, it is likely to simply pluck off scraggers and eat them. Croid have been known to protect scragger egg clusters.

Extremely fat scragger can be seen after a successful gorging on meat or crudge. These pudgy scagger are vulnerable, having eaten themselves to the point of losing their mobility. They can waddle towards fresh prey, but can't jump or run. They are extremely vulnerable in this state, which could last several hours.

Stuffed and mounted scragger are the delight of desk-bound bureaucrats (same way as terran lawyers might sport preserved piranha in their offices). These super-pests are not kept as pets by persons with any semblance of rationality. Scagger are never domesticatable; when kept, their owners eventually lose their fingers.

| Slutch | Number Appearing: 1 |
|---|---|
| Type | Omnivores, prefer grasses |
| Reaction | Dangerous |
| Skin armor | Carapace |
| Advantage Bonus | +2 |
| Attacks, Type | 1 gas explosion |
| Damage for each | bite+3 |
| Speed | D6 |
| Attack Rank | 11 |
| Defense Rank | 3 |
| Defense Size | +3 |
| To hit at range | body +3, arms -2, head -2 |
| Dyshas | - |
| Isho | 2D6 |
| Special | - |

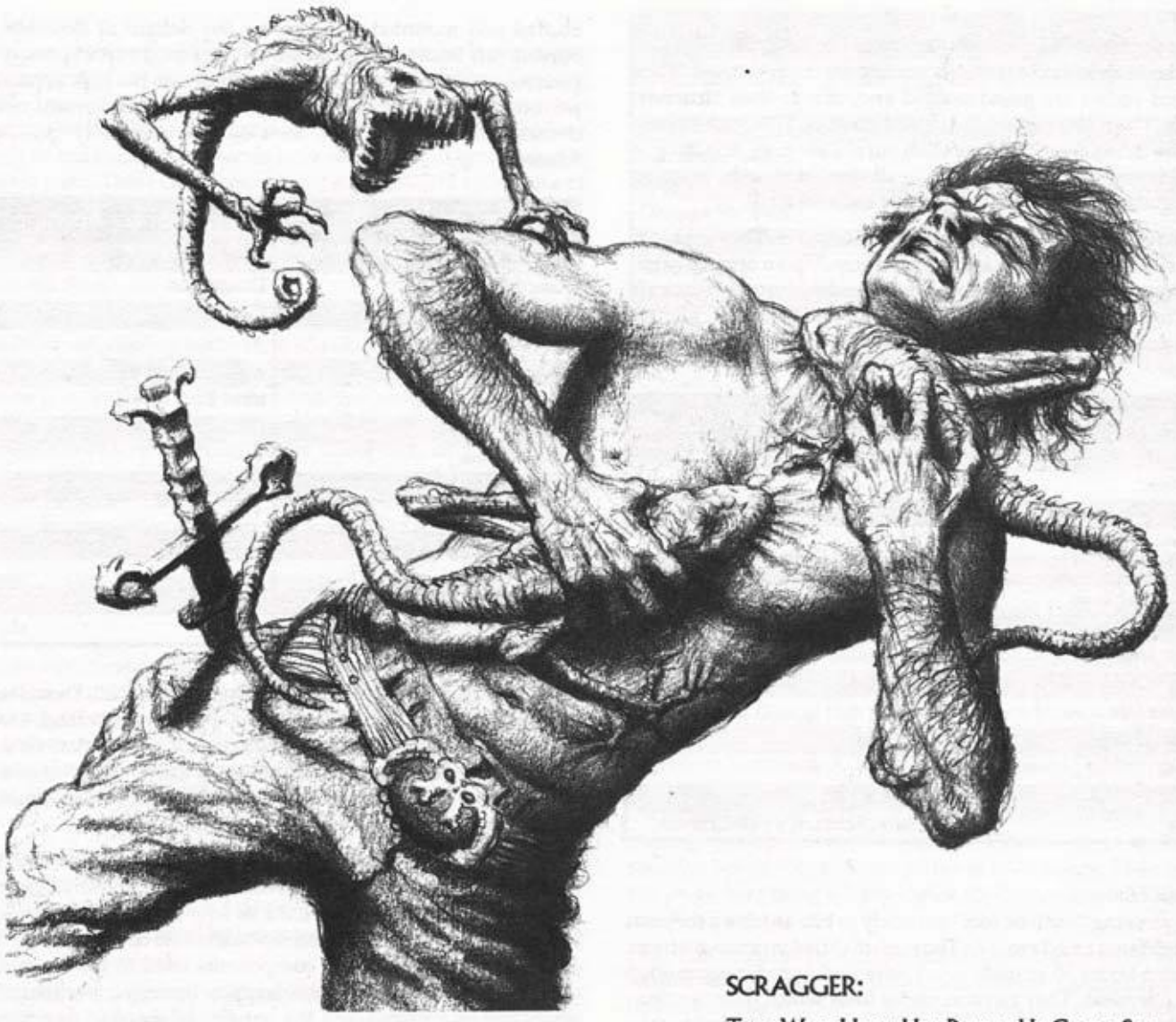
## Slutch

The slutch's fleshy body is carapaced by a turban shell. These shells are treasured for their reflective properties and the loud, sharp sound they make when crashed together. Shell collectors do well to search the Essanja in Burdoth. Slutch are so plentiful in that moist region that villagers there use slutch shells for common jewelry and decoration.

Humans share their taste for the slutch shell in common with the shanthas. Humans and shanthas both prize the shell for its beauty, but they are more drawn to it for its isho-bending properties. A Jourune native, slutch shell can modulate Isho beams, and are one of the primary non-crystal components used in most shanthic devices. Carvings depicting slutch appear in many ancient shanthic runes and pictograms, and the handles of shanthic devices are often adorned with intricate slutch-shell inlays.

Slutch will never be found far from a body of water. They soak for hours and swim gracefully by inflating internal air sacks within their shells. These creatures are rarely agressive, but have a means of discouraging assailants: The underside of the slutch's arms contain hundreds of gas chambers which explode when contacted by an attacker. Treat this painful defense as a bite. Slutch feed on tall grasses found around lakes and river banks. They are very good at digging up roots and bulbs.

| Talmaron | Number Appearing: 1 |
|---|---|
| Type | Herbivores, plants, tumbernaw vines |
| Reaction | Apathetic |
| Skin armor | none |
| Advantage Bonus | -2 |
| Attacks, Type | 2 claws, 1 bite |
| Damage for each | knife -2, bite |
| Speed | 2d6+10 flying, 2d6 ground |
| Attack Rank | 8 |
| Defense Rank | 11 |
| Defense Size | +2 |
| To hit at range | body +3, wings +2, legs -1, head -1 |
| Dyshas | Flight accomplished with Isho |
| Isho | 4D6 |
| Special | Won't fly during Isho Storm |



**SCRAGGER:**

THEY WERE UPON HIM BEFORE HE COULD SAY "QUIVERING TRID NODES!"

## TALMARON

Talmaron are large, winged mounts. Jorune natives, they rely on their tra-sense, and have no eyes. Even with a passenger (up to boccord size) they can travel up to 60 miles a day. This assumes a rate of about 10 miles per hour 6 hours a day. Substantial training —for both the mount and the rider— is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassable regions can be crossed. They make excellent observation platforms, and are the preferred means of traveling to and from skyrealms.

The talmaron relies upon Isho currents for flight. While waiting for a strong current, it must rely upon its wings, which tire easily and cannot sustain it in flight. They are unable to fly in the isho-poor Doben-Al. After hooking into an isho stream, talmaron can soar vertically and remain in stable flight for hours. They gravitate toward an elevation of about 500 feet, where changes in the Isho currents can be more easily predicted and accounted for. At higher altitudes, the beast may lose its balance over an Isho embankment; In such situations, it must use all of its muscle power to keep alight. Once righted, it will try to reconnect with the Isho stream. Terrified riders sometimes fall to their deaths as talmaron tumble about in the reorientation process. The rider in the illustration is a hot-shot — too good (so far) for a harness.

Talmaron are the domesticable form of their species, which includes the larger and more aggressive duradon. Captured in the wild or raised, talmaron can be trained to take riders. Duradon remain viscious carnivores that need no cause to brutally attack. Battles between duradon and talmaron are usually to the death.

| Tarro | Number Appearing: 2D6 |
|---|---|
| Type | Omnivores, berries |
| Reaction | Obnoxious |
| Skin armor | None |
| Advantage Bonus | +2 |
| Attacks, Type | 2 claw, 1 bite |
| Damage for each | Knife -5, bite -5 |
| Speed | 3D6 |
| Attack Rank | 11 |
| Defense Rank | 11 |
| Defense Size | -2 |
| To hit at range | body -3, arms -7, legs -5, head -9 |
| Dyshas | Stiff |
| Isho | 2D6 x D6 |
| Special | Screetch |

## Tarro

tarro live in densely overgrown, heavily forested areas. These furry, four-armed Jorune natives react wildly to intruders, often scurrying about in a frenzy. When frightened, these creatures may "screetch," a sound so unpleasant and long-lasting that any listeners in screetch-reach will be forced to block their ears or physically move to escape the noise. Trained tarro can be taught to screetch upon command. Some can launch the Stiff dysha.

Quotes from long time explorers:

"I caught a stiff-backed tarro making off with a favorite knife one night. And you know what? I had to let him have it."

Danthro Krose, Drenn Explorer

"The more one travels on Jorune, the more varieties of these demons they will encounter Though I love the outdoors and the creatures of the wild, I hasten my journies through regions where tarro abound."

Laindra Elaiyn, Jorune Explorer from Laindis

"They bite, they snap, they'll carry your camp away while leaving you to your throbbing eye-stalks. They are a menace to civilization. I hate them."

Nilder Ho-Trid

Salrough Gomo's Nephew

Only the bronth really seem to have a feel for tarros, and it is in their land of Dobre that they are trained. Bronth tarro trainers are called "bosins," or "Great Watchers." Occaisionally, humans in Dobre or Burdoth will accept a bronth-trained tarro as a pet, as thay make excellent "watchdogs," and are amusing to watch. They can be trained to do many things besides screetch on command. Manual dexterity is their strong suit; they can fetch, toss, climb, and steal. Tarro are most often seen as pets of the bronth, as watchdogs for the wary, or as "extra fingers" of githerin. In cities, loose tarro are assumed to be working for githerin and are killed on sight. Many a happy tarro owner has lost a pet to the overzealousness of a city guard.

Although there are different types of tarro, all share the same basic physical characteristics. They have four arms, two legs, and a tail to steady them. And they use better than average tra-sense. Tarro differ mainly in size, temperment, and coloration. All bear live

young in litters of 1-4, once every two years.

The stiff-backed tarro, native to Dobre, is never domesticated. Its spiky gray and black streaked fur is no fun to touch, it casts stiff dysha at the slightest disturbance, and its screetch is most unholy. Stiff-backed tarro have turned on even the best of bronth trainers. Bounties are offered on the beasts whenever their numbers grow to the point of intrusion into towns.

Pocket-tarro imported into Burdoth are usually headed for an upper class Ardothian home. These small pets are prized for their smooth, hairless blue skin. They are easily tamed, and seldom screetch. These creatures are status symbols of the upwardly-mobile Lelsh teen set. They cannot be carried everywhere with pride, however; pocket-tarro are high strung, and will bite strangers who startle them.

The gray-green common tarro (referred to simply as "tarro") is the Dobren domesticated tarro of choice. Tarro are proud of their keen watchdog abilities, and will perform a number of useful tricks in exchange for a treat. But beware: even in the coziest of relationships with tarro, their motto always seems to be "trick or treat." All tarro are mischevious. The rich foods tarros love to be bribed with can cause stomach upset. They will often need to purge themselves at times inconvenient for their masters.

Borkelbey tarro are common south of Dobre. They are the heaviest of their species, weighing in excess of 40 pounds when fully grown. These creatures are clumsy, very shy, and brightly spotted to blend in with the flora of their surroundings. They will screetch immediately if startled. Borkelbey tarro rarely approach strangers or encampments, but can be lured in by the smell of "wurs," their favorite food. These foot long, harmless snakes smell great and taste even better when roasted over an open fire, if you can catch one first. They give off a soft glow at night that lights up forest floors.

| Thombo | Number Appearing: 1 |
|---|---|
| Type | Herbivore |
| Reaction | Apathetic |
| Skin armor | leather |
| Advantage Bonus | 0 |
| Attacks, Type | Thombo kick table |
| Damage for each | Thombo kick |
| Speed | 3D6+5 |
| Attack Rank | 12 |
| Defense Rank | 15 |
| Defense Size | +2 |
| To hit at range | body +5, legs +3, head -1 |
| Dyshas | - |
| Isho | 2D6 |
| Special | They smell like mildew |

## Thombo

Thombos are common riding creatures. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. The small, pin-like eyes of these Jorune natives are sightless. Like many lines of Jorune descent, thombos lost their sight as they developed tra-vision. Passengers have a ride with a view, a full two yards above the ground. The thombos' main limitation is its skittishness. They bolt away from danger at first sign. This makes them a dangerous hindrance in combat situations. Those who fail to make a timely dismount from a startled thombo will be thrown if they fail rolls against their Strength and their Agility. Thombos do not know their own size and strength and will kick irritants aside.

Although not elegant, thombos are cheap and willing. They can even be eaten. Unlike horses, thombos are considered too common to deserve names. Only a social misfit would name a thombo.

Traveling by thombo, characters can cover up to 40 miles in a day This assumes a travel rate of about 5 miles perhour for 8 hours a day. Keep in mind that thombos have voracious appetites and need several hours a day to eat. They will often be found grazing in the wild. Stabled in a town or city, thombos cost 10 gemules a week to feed. Travelers carry portable thombo-stakes. They can tether their mounts (by face-ring hooks) wherever the stakes can be driven into the ground.

## Vintch

The vintch is a huge cabbage-like plant common to many terrain types. This plant extends its large leaves during the day and closes them to form a sphere at night. Travelers can find shelter inside these benevolent plants; inside, they are perfectly safe. These plants do not block off air, nor will they close so tightly as to exert crushing force upon their occupants.

They store water in their large leaves for long periods of time, thus surviving well in deserts. Almost as a universal code, creatures are rarely attacked emerging from vintch. It is considered too easy a kill.

The leaves of vintch are very thick, composed of stringy fibers. They are not easily cut and do not catch fire. If the leaf surface is ruptured, a thick paste bleads out that covers the wounded area. The odor of the paste is unpleasant to most life on Jorune. So, no one wants to cut a vintch.

It is difficult to leave the closed vintch during the middle of the night. In the morning, the leaves will open. Those hiding inside vintch at night are difficult to detect, except by Tra-sense.

## Vodra

The bulbous, four-tentacled vodra float over the northern ice fields of Gilthaw most of the year. Their grabbing, snapping appendages snatch their prey, and draw the food to its beaked underbelly. A successful grab attack means that the vodra has entwinted a victim.

| Vodra | Number Appearing: D3 or D100 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Carapace |
| Advantage Bonus | +2 |
| Attacks, Type | 4 tentacles |
| Damage for each | Knife |
| Speed | 3D6 |
| Attack Rank | 14 |
| Defense Rank | 4 |
| Defense Size | +1 |
| To hit at range | body +0, tentacles -5 |
| Dyshas | Frost Bolt, they fly by means a form of Isho glide |
| Isho | 4D6 x D6 |
| Special | D6 crystals x 1,2,or 3 depending upon size |

Treat the damage of a snap attack as a knife injury.

As Jorune natives, some vodra can use the frost bolt dysha. The impact will disorient or even kill an unsuspecting victim and is used only at range. Injured creatures will be pursued and driven overland by hungry vodra until the reaching, draping tentacles reel them in. The eerie silence of a drifting vodra allows only those with especially keen eyesight, superb tra-sense, or excellent signature reading skills to detect a vodra's stealthy approach.

But the vodra only gorge twice a year, to and from the Ice Fields. During Crith, vodra begin their annual floating migration south. Flocks seem to drift silently overhead like clouds, but they have a more purposeful course than following the breeze. When they rise to great heighths they are breathtaking to behold, but a dark cloud of vodra passing just overhead is a menacing sight indeed. Larger flocks have swept areas so clean of life that nothing smaller than corondon survives. To increase the harvest below, vodra project a false signature that lures animals into their path. Humans are unaffected by such a trick, but would do well to notice unusual wildlife gatherings while in vodra territory.

Tiny babies, three to a yard, are mere pinpricks in the sky next to their colossal elders. With a 3 yard diayard, the larger vodra have enormous appetites and take advantage of their chance to gorge. For the flock to thrive, the smorgaasborg of its two migratory meals must be bountiful.

Vodra "flight" is actually an advanced form of "Isho glide," similar to the talmaron's method of staying alight. At birth, vodra young are guided to different areas on the surface by their parents. They are gently pressed into the ground so that the first things drawn into their beaks are small crystals of all types. These crystals remain inside them, and their milky-white bodies occaisionally flash with color. Crystals are easily extracted from dead vodra. The quantity of crystals harvested is (D6 x size of vodra).

## Wolves

Jorune's wolves are larger and stronger than those of Earth.

Wolves usually travel in packs, and attack together. They are extremely vicious and capable. Wounding a few them badly will usually frighten the rest into retreat.

Wolves have a limited interference skill which is most effective for large packs. A wolf has a 1 in 20 chance of interfering with a dysha attack. Roll additionally for each wolf in the pack. Somehow, they are also warp savvy, and can locate permanent warp sites. For this reason, beasters attempt to train wolves as warp-hunters. This rarely succeeds, because their search strength depends upon their numbers. Through warps, wolves have ended up on every part of Jorune.

Do not underestimate the attack potential of a pack of wolves — large packs have taken down small mandare.

| Wolves | Number Appearing: 2D6 |
|---|---|
| Type | Carnivore |
| Reaction | Dangerous |
| Skin armor | None |
| Advantage Bonus | +0 |
| Attacks, Type | 1 bite |
| Damage for each | Bite -1 |
| Speed | 2D6+5 |
| Attack Rank | 13 |
| Defense Rank | 15 |
| Defense Size | -1 |
| To hit at range | body -2, legs -3, head -4 |
| Dyshas | - |
| Isho | D6 |
| Special | Have limited interference skills, warp savvy |

| White Mandare | Number Appearing: 1 |
|---|---|
| Type | Carnivore |
| Reaction | Manic |
| Skin armor | Leather + 2 |
| Advantage Bonus | +0 |
| Attacks, Type | 1 bite and swallow, 1 dysha |
| Damage for each | Bite |
| Speed | 3D6 |
| Attack Rank | 7 |
| Defense Rank | 4 |
| Defense Size | +5 |
| To hit at range | body +6, neck -4, head -7 |
| Dyshas | Any dyshas of Desti, Ebba, Gobey, and Du |
| Isho | 6D6 x 10 |
| Special | - |

## White Mandare

These large arctic recluses dominate life in the colder climes on Jorune. Although carniverous, they have no teeth. They rely upon their powerful array of dyshas to cripple their prey. The tubular mouth of the white mandare swings from a long powerful neck, which grinds food to mulch. This creature's white body blends well with its surroundings in the northern ice fields.

The white mandare vicously defends its territory from other preditory creatures. Shallow pits carved into the ice or tundra mark the perimeter of the white mandrare's claim. Specimins of this race are typically smaller than grey mandare, making twenty foot diameters the upper limit.

# SECTION 5:

# TECHNOLOGIES AND ITEMS

Technologies and Items

*This section describes the various technologies on Jorune. Although the sampling is not complete, it gives the Sholari* an idea of what is possible. Feel free to create your own items based upon the ideas that follow.

It's up to the *Sholari* whether or not the players will be allowed to browse these descriptions and prices. Initially, we suggest keeping the element of surprise; discovering new pieces of technology can be exciting. It is best that the Sholari always know more about Jorune than the players.

## AVAILABILITY OF ITEMS

Ultimately, as Sholari, it is your good judgment, and no table or dice computation, that determines the availability of items. Buying and selling are the stuff of encounters; try to imagine what the clep (store) your players enter looks like, and be able to describe the setting. Most larger cleps have guards standing by their entrances. Are the guards corastin? Who owns the clep? What does the clep specialize in? Create as complete a mental picture as possible, and describe it to the players before getting down to any buying or selling. Cleps vary from dingy shacks infested with lirgin to clean, well maintained storefronts. Although there will rarely be trouble while in a clep, it is important to decide where the exits are ahead of time (you never know what players will do!).

For common goods, availability decisions will be simple. Rope, thombos, standard weapons, and food will usually be on hand. More exotic objects will rarely be found. Players will have to search before coming across certain crystals and limilates. Usually a 2D6 roll for quantity is enough. On high rolls, the cleps have some or many of the items sought. On low rolls they are out of stock.

Earth-Tec is always extremely rare, as are shanthic devices, and the best armors. Cleash capsules, crystals, and Bio-tec corks are sometimes available in the Bazaar. Most of the other goods can be found easily.

Make sure players don't find exotic objects under their noses at every turn. It would be absurd for players to find capsules on the shelves in a food store. Use common sense.

For important or expensive items, create a personality for the NPC doing the bartering. The success or failure of an important purchase should lie in the hands of the players.

## ARMORING

### Leather Armor

Very common. Usually made from thombo, lothern or do-odreh skins. Thombo skins smell, especially when wet. This explains the large perfume industry in Ardoth.

### Mail Armor

Mail armor is relatively common on Jorune. Dyshas can easily penetrate it. Most of the native Jorune animals can bite or chew threw it.

### Thailiarian armor

This is the best plate armor on Jorune. Made from the chest plate of the corondon, it is light-weight and incredibly resilient to damage. Helmets of thailierian armor are unparalleled at stopping damage to the head.

### Locurian grunder

Made from the grunder of the locure creature, this armadillo-like skin deflects some of the damage from swings and arrows. Its real value is the protection it offers from dyshas. There is a 25% chance that wearers of locurian grunder are unaffected by a particular orb or bolt.

### D.A.: Deflector Armor

This Earth-Tec armoring is available in very limited quantities. It is a light-weight webbed, layered composite that absorbs and evenly distributes the energy of swings and projectiles. A character properly armored in D.A. can survive the pounding of a club, with only bruises to show. This form of high-tec armor only fits humans, not muadra, and not boccord. This is true for all of the other Earth-Tec armoring.

### E-rep: Energy Repulsor Armor

Another form of Earth-Tec armoring, E-rep repulses many forms of energy, including heat, electricity and radiation. It is ideal for surviving lasers (-6 to injury) and dyshas that produce heat or bolt lightning effects (-6) It offers only minimal protection against blasters (-2). It requires a power cell for operation that lasts for 25 attacks. The suit uses a large surge of power when an attack is imminent, even if the energy of the attack is minimal. It generates a strong electro-magnetic field that carries away the energy of the attack into an energy reservoir. This armor can be fairly tattered and still function well. As long as the field strengths can be maintained, appearances don't matter.

### MAS: Mobile Active Suit

The best of the Earth-Tec armoring was Mobile Active Suit armor. It has the characteristics of both DA and E-rep, and also provides mobile assistance. The suit is made up of layers of built up polymer that flexes when current is applied to it. These movements are controlled by computer, with the result being an increase in characters' strength and speed. Increase both of these Characteristics by 5 while the suit is worn. Agility is decreased by 2. The suit requires 2 power cells. The first is drained by the E-rep armor, described previously, and the second powers the mobile assist mechanisms for 10 hours.

### MAS Attack Options

Although very rare, there are energy weapon attachments for MAS armor. They are not the standard issue pistol although they have the same effect in combat. They mount on the forearm and fire under the control of an Echo-tec interface (described under Echo-tec, below). Weapons firing as part of a MAS have a +12 bonus on their Rank to hit. Treat these weapons as scopes when it comes to bonuses given for taking the time to aim.

### EARTH-TEC

Stripped of their starfaring technology, Humans have experienced a renaissance of Earth-Tec and Bio-Tec since the discovery of

underground caches some fifty years ago (during what is now called the Energy Weapons War). Within these hidden installations were tons of technology and manufacturing tools never removed from their cryogenic chambers. Some of the technology was activated prematurely, and took off on its own. Other devices like weapons, supplies, and tools were carted back to Ardoth to start the Dharsage's arsenal.

Fusion-tec for weapons on Earth was state-of-the-art, as was automated intelligence for the robotics industry (called tec-tonics). Power-cells made the new technology portable, and power generation advances made recharging practical. Human/machine interfaces were standard equipment on most devices, allowing faster access and greater control with translators, design tools, weapons and vehicles.

### Echo-tec

Most of the sophisticated Earth-Tec devices that need to communicate with their users do so with Echo-tec. The physical interface is a thin, clear band that is worn around the head and covers the eyes. It connects on both sides of the head to the ears. Hearing and vision are not impaired. Images and information are displayed in 3-space for the user. Eye movements and nerve response to sound echoes control the interface. Most users can figure out the controls in a few minutes. Arbitrary thoughts and responses are used to indicate commands. The only learning curve involves telling the device when it has properly interpreted a command.

### Subtronics

Subtronics is a technology as far beyond today's electronics as Bio-tec is above animal husbandry (see Bio-Tec section). The components of subtronics range in size from a few angstroms (for superconducting conduits) to tiny devices the size of human cells.

The larger components of Earth-Tec are: interfusers, harness systems, cortex controls, and signal-emanation-reception (SER) systems.

Subtronic parts look like small globs of plastic with fiber-optic tendrils radiating into and out of them. They range in size between 5mm and 2cm.

#### I-tec

The basis of subtronic maintenance and operation is the "I-tec" (pronounced Eye-tek). These molecule-sized devices follow conduits throughout Earth-Tec devices, reading function codes and performing low level operations. I-tecs maintain Earth-Tec and can be programmed to repair malfunctioning devices. The power of I-tecs to alter the structure of a device is staggering. Under the right control, they can improve the efficiency of a weapon or device, or bring back to life a device that has stood the ravages of time, lying exposed to the elements on Jorune.

#### M-tec

One level above an I-tec is "M-tec" (pronounced em-tek). These devices contain multiple I-tecs and control their actions. M-tec are motive, and can move efficiently through a device, positioning themselves wherever needed. M-tec are inserted into Earth-Tec devices through an "M-port." The device that holds the M-tec so that they can be inserted looks like a thin metal vial, much like a bullet casing. Each M-tec casing is labeled in tiny letters, and describes the type of device it was intended for and the lifespan of its I-tecs (much like food labeling).

#### Strips

Devices called strips, which are tiny strips of plastic, control the operation of M-tecs and their various I-tec components. Strips are placed into a thin slot in Earth-Tec devices and then removed. Strips can program M-tecs to make major modifications within devices. Computers are used to program strips, and, even in the century of the Jorune colony, this was a tricky business.

#### I-tec Mixers

I-tec are produced in vats called I-tec mixers whuch operate at the flip of a switch and require a few basic ingredients and a power source. The ingredients are pre-mixed and are available in easily opened cans found in Earth-Tec cache sites. These cans are referred to simply as "tec soup." When switched on, they build I-tec out of the technology sauce poured in. M-tec units swim within the sauce, scooping up I-tec until they are full. The M-tec units then swim to the exit and are captured in a casing, ready for use.

#### Cortex Control

Computers and computer systems built out of Earth's subtronic technology grew to new levels of sophistication in the 22nd century. The arithmetic units which are the heart of 20th century computers became a secondary system to the central cortex, a subtronic mechanism that operates as a programmable analog computer capable of massive parallel processing. The central cortex performs all of the high level decision-making in computers, and controls behavior circuits in robots.

All subtronic cortex control systems include arithmetic logic units and memory systems. Removable memories are about the size of an American quarter (circa 1992 A.D.) and are a light orange color.

## POWER CELLS

There are three types of cells: power cells, function cells, and attack cells. As a group they are commonly referred to as "power cells."

### Power Cells

Power cells are the standard by which other cells are measured. They are most commonly used in weapons and small equipment. They weigh a few ounces and are bright blue.

### Attack Cells

Attack cells are the cells of choice when combating with Earth-Tec weapons. An Attack Cell provides 3 times the total power capability of a regular power cell, which translates into more shots between reloading. Also, some weapons are able to take advantage of an attack cell's greater power output, and will operate more powerfully.

#### Function Cells

A function cell is the weakest of the standard cells. It has a total energy of 1/10th of a power cell. It is ideal for lights, computer equipment, and other support hardware. Function cells are fairly common, and difficult to use up.

## EARTH-TEC ITEMS

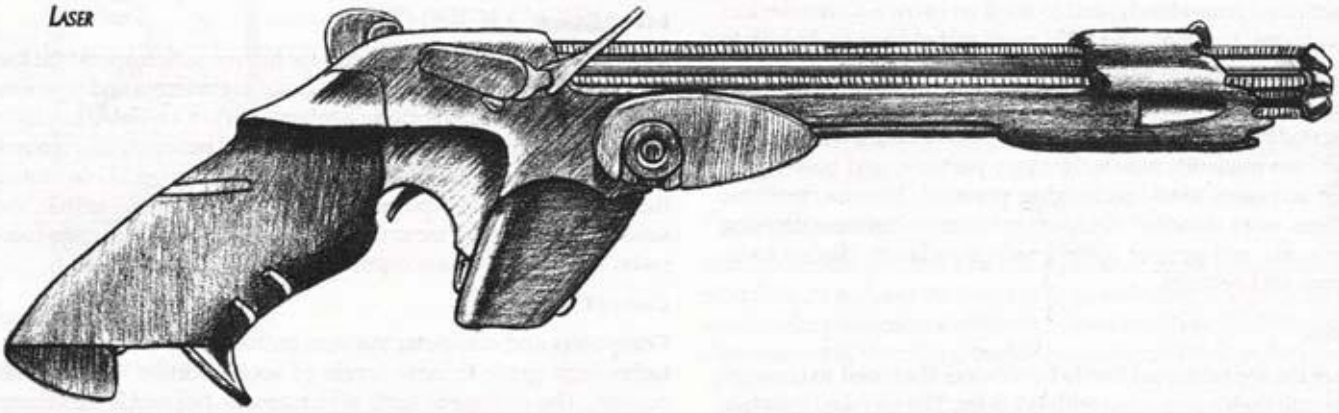
### Duplicator Boxes

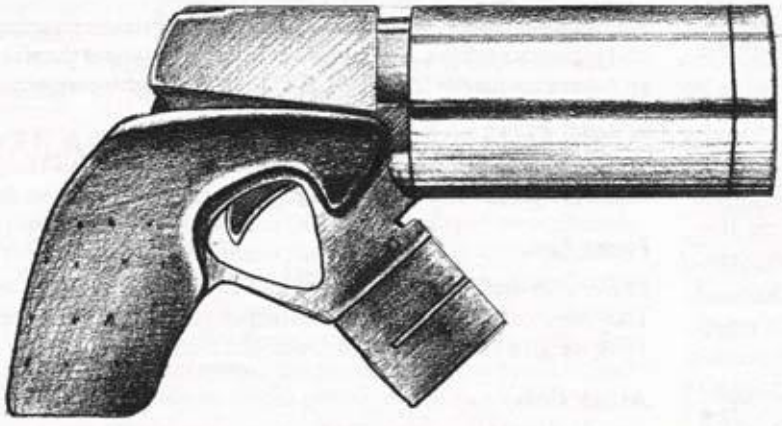
Place an item to be duplicated into one chamber and a lump of material in the other. The box scans the item and sends the information to the other chamber which activates a set of cutting beams. The lump of material is cut and shaped by lasers to look like the original. A piece of wood, certain plastics, and rocks can be used in the process. Excellent for making chess sets.

### Matter Integrator

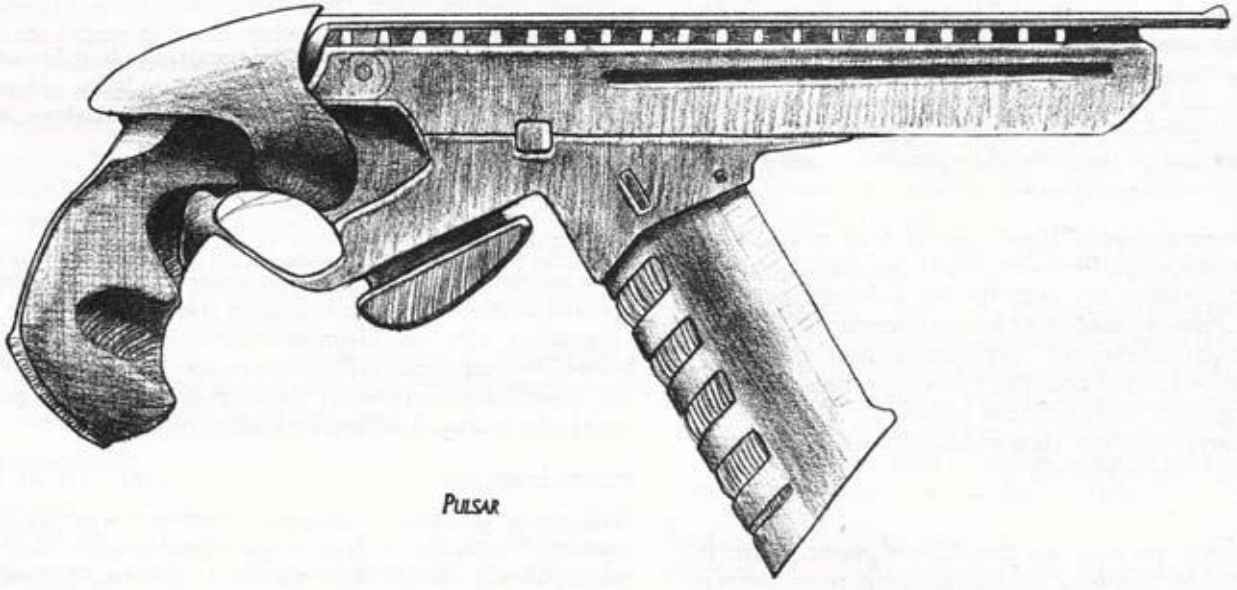
Nails, rivets, glue and welding are unnecessary when the MI is available. The MI can create an integral bond between almost any two surfaces in seconds. It weighs about 4 pounds. The bonding

LASER





FIELD RAM



PULSAR

takes place at the juncture of two metal sticks that almost touch. The device looks like a small wand with a pistol grip.

### Diagnot

Threshold Unlimited marketed a device which connects to the patient suffering a malady. The receptor hooks up to a physician or a diagnostician who is then able the feel the exact intensity and location of pain, discomfort, dizziness, etc. A flip of a switch blocks sensations caused by psychosomatic episodes. A sensitivity control makes diagnosis of painful ailments practical. This device requires a single function cell for operation. Warning: use of a diagnot can be extremely hazardous to the diagnostician.

### Holocam

This boxed shaped device has a sensor display at one end, a handle grip, and a scope. It can record images and some sounds into its own internal memory. It can record and hold up to 240 hours worth of information. This information can be downloaded onto film cards or replayed straight from the unit. The unit can project the information as a three-dimensional hologram from 1 to 10 feet from the unit. Replay size can be anywhere from 1 foot to real height. During replay sometimes scan lines can be seen flickering across the images. The "studio editor option" can eliminate these. Holocams take 3 function cells. One for recording and holding memory, the other two for playback.

### Soundcam

This belt-clipped device also comes with two speaker phones which insert directly into the ear. The soundcam plays music recorded on the same kind of "strips" that control other Earth-Tec devices. A soundcam can also record onto blank strips. It can give an accurate recording of all sound within 15 feet of the unit. It runs on a function cell. One cell provides a year's worth of music.

### All season clothing

Clothes made from this cloth regulate the average temperature for the wearer. It cannot provide protection from dangerous elements such as extreme arctic conditions or desert environs. It provides comfortable attire from -20 to 110 degree farenheight. This clothing is usually made as a single piece jump suit, but different styles have been discovered in caches. It cannot be tailored to fit. Any disruption of the fabric destroys its regulating ability at that location. This material can be of any color, but close inspection will reveal a slight silver tinge along the seams.

### Breathers

A breather is a device enabling air-breathing creatures to remain underwater for up to 12 hours at a time. Powered by a function cell, the breather fits into the mouth, and is fastened with a band that encircles the head. Once the user is submerged, it extracts oxygen from the surrounding water.

### Comlinks

Comlinks were the colony's standard form of communication. About the size of a quarter, they are adhesive disks that are typically mounted on shirt collars. Comlinks have a transmission radius of more than a thousand miles. There are effectively an infinite number of channels to communicate on. Scrambling is a default option, speakers cannot be heard except by talking on a general channel.

### Gas Filter

This mask fits comfortably on a humans head, and provides a clean, filtered supply of air. Wearers of the mask will be protected against poisons and pollutants. This requires a single function cell for every 24 hours of continuous operation.

### Locator

Powered by a function cell, this wallet sized device keeps accurate records of where its user has traveled. A path traveled can be exactly retraced, or the device can be put into "absolute" mode (it will make no attempt to guide the user along a pre-set path, but instead indicates the direction and distance to a given site). One function cell will operate a locator indefinitely.

### Power Torch

This is a high power laser torch capable of cutting through any material commonly encountered. The power torch is the only device powerful enough to engrave challisks, or open energy weapons without destroying them. This capability makes them precious to Ardoth. Their use is carefully monitored. A power torch can operate continuously for 3 hours on one power cell.

### Sight Light

The light of these portable lanterns can be focused into a tight beam if desired. They give off luminescence equal to daylight over a small region, for periods up to an hour. In their dimmer mode of operation, they can provide flashlight-type light for 100 hours. Sight lights use function cells.

### Tec-rope

This collapsible rope was created by Earth scientists to withstand the strain of great loads. It can safely support several thousand pounds, although it is only a quarter inch in diameter. Perhaps its greatest advantage is its collapsibility. Tec-rope can be easily stored or transported in a compact form. Single extended segments are 10 yards long. Several links can attach together.

### Viewers

Viewers provide their users with a highly detailed infrared/visible/ultra violet picture of their surroundings. The range of objects focused upon is automatically displayed in the device's field of view. Life forms will show up clearly in the infra-red mode. Great magnification is available in all modes (up to 300x). Viewers are shaped like flat, wide, binoculars. A single function cell will operate a set of viewers indefinitely.

### Alert Pod

The spherical base unit rests on the ground, and a small pod is suspended three to four yards above it. Once every ten minutes the pod elevates itself to a height of 12 yards for a better scan. Once activated, the alert pod sounds an alarm if any creatures approaches the camp. The range of this device depends upon the surrounding terrain; the more barren, the greater its range. In a lightly forested area, any creature moving toward the encampment can be spotted at a range of 100 yards. Animals and other creatures moving in the area are ignored, only creatures moving with intent to intercept the camp area are considered a danger. An alert pod requires a power cell for every 24 hours of operation.

### Binders

These strong, metallic cuffs bind the wrists securely. The key used to release the cuffs operates on magnetic principles. Yords in towns use binders on those apprehended for crimes.

### Force Wall

This device creates a powerful shield capable of deflecting 1000 points of damage. Dyshas will, of course, pass right through a force wall. Force walls require a power cell for 100 minutes of continuous operation. Each minute, they lose 10 points of their protective capability. Use the scheme employed with dysha shields to assess damage to a force wall (see: Gobey).

**Power Shield**

This device is the portable equivalent of the force wall. These shields are small enough to be worn, typically on a belt. The energy of a single power cell will enable this device to operate at a 100 point protection level for 10 hours, dropping 10 points each hour. The scheme used to assess damage to a power shield is the same as that described in the dysha shields section (see: Gobey).

**Throw Explodes**

These Earth-tec hand-grenades inflict terrible concessive damage without the expulsion of shrapnel. Throw explodes can be re-used over and over again. Treat the damage they do as that of a field ram, subtracting 2 points from the injury roll for every 1 meter a victim is from the blast site. Each use of a throw explodes requires a fresh power cell.

**Translator**

Computer devices which were programmed to communicate in Shanthic, Croid, Thriddle, and Ramian were constructed soon after the colony reached Jorune. Communications are translated into pure English, which is different than Entren, but is understandable. For this reason, translation will seem slightly garbled. 95% comprehension is typical. A translator is powered by a function cell indefinitely.

**Durlig-Planter**

A durlig-planter injects the seeds of the durlig deep into the ground. A square mile of field can be seeded in little more than a week. Typically, such a task would require hundreds of people working long days to seed this much land. Only two durlig-planters have been discovered, as of 3491 P.C. Controlled by Ardoth, they are not for sale. Durlig planters have their own power units built in. They require no power cells.

**Aerator**

This Earth-tec device loosens the dirt around its sharp metal point, for the harvesting of plants, especially durlig. Typically, it takes 3 or 4 people an hour to dislodge a single durlig plant. With this device, two or three people can get the job done in just a few minutes.

**Medical Kit**

With this Earth-tec device, one additional point of healing can take place every other day, effective to all wounds. Medical kits rely upon a small trickle of electrical current which stimulates the body's healing mechanism. One function cell operates a medical kit for 100 usages.

## EARTH-TEC WEAPONS

Earth-Tec weapons on Jorune fall into the four categories described below. Most of the designs were implemented in both pistol and rifle versions, and some were adapted to a semi-portable weapon (labeled "semi") for precise aiming and vehicle mounting.

### Class 1: Plasma Projectile Weapons, "Blasters"

These weapons use a short superconducting rail gun to accelerate a small projectile to very high velocities while heating it to plasma temperatures. The projectile is a small spheroid of about three grams of metal in a plasma state. The projectile explodes on contact, depositing nearly all of it's thermal energy into the target. The muzzle velocity is about 8 miles per second for the rifle version, and 3 km/s for the pistol. At this velocity, the effects of wind and gravity are negligible. The only practical range limitations are the precision of the aiming mechanism. The name "blaster" is due to the sonic blast of the plasma punching through the air, and the terrible damage done to a target.

Blasters brought to or constructed on Jorune:

| | |
|---|---|
| Pistol: 5 shots/power cell | +0 damage |
| rifle: 3 shot/power cell | +4 damage |
| semi: 2 power cells/shot | +8 damage (requires pile) |

There is a sub-class of blaster called a pulsar. It is capable of 6 shots per round (3 per second).

Pulsar statistics:

| | |
|---|---|
| Pistol: 30 shots/power cell | -5 damage |
| rifle: 12 shot/power cell | -3 damage |
| semi: 12 power cells/shot | +0 damage (requires pile) |

### Class 2: Pulsed Laser Weapon, "Laser"

This is a high-powered solid-state laser. The beam originates from a single, large crystal slab. The band structure of the crystal allows it to lase at high power in several frequencies from microwaves through infra-red, and at low power in visible red to allow for visual aiming. A single burst from a laser pistol can deliver over 20 kJ to the target over a period of about 3 milliseconds. The various frequencies lase with different duty cycles to deliver thousands of micro-second pulses during the burst. The laser makes no sound, but sometimes targets may boil or explode.

Lasers brought to or constructed on Jorune:

| | |
|---|---|
| Pistol: 20 shots/power cell | +0 damage |
| rifle: 8 shot/power cell | +4 damage |
| semi: 2 shots/power cell | +8 damage (requires pile) |

### Class 3: Photo-Sonic Shock Weapon, "Field Ram"

This device hits the target hard with a broad, low-frequency shock wave. The shock wave is below the audible range, but is often strong enough to knock a man off his feet. The device first scans the target for range, shape, and the density of the intervening atmosphere. Then, with a series of short, invisible laser-bursts, it rapidly heats the air at several points in order to produce a shock front that moves toward the target. The idea is to knock someone off his feet without causing serious physical injury. A very low-frequency "thump" can be heard downrange that carries almost like a thunderclap.

Field rams brought to or constructed on Jorune:

| | |
|---|---|
| Pistol: 10 shots/power cell | +0 damage |
| rifle: 2 shot/power cell | +6 damage |
| semi: 4 power cells/shots | +10 damage (requires pile) |

### Class 4: Electrostatic Weapon, "Stunner"

This is similar in concept to a modern "taser" or stun gun, although it is implemented with more finesse and is not as painful or dangerous to the person being shot. An electrostatic shock is delivered to the target. The device has been tuned to the human nervous system so as to induce unconsciousness with minimal charge. The charge is delivered through the air without use of a projectile or dart.

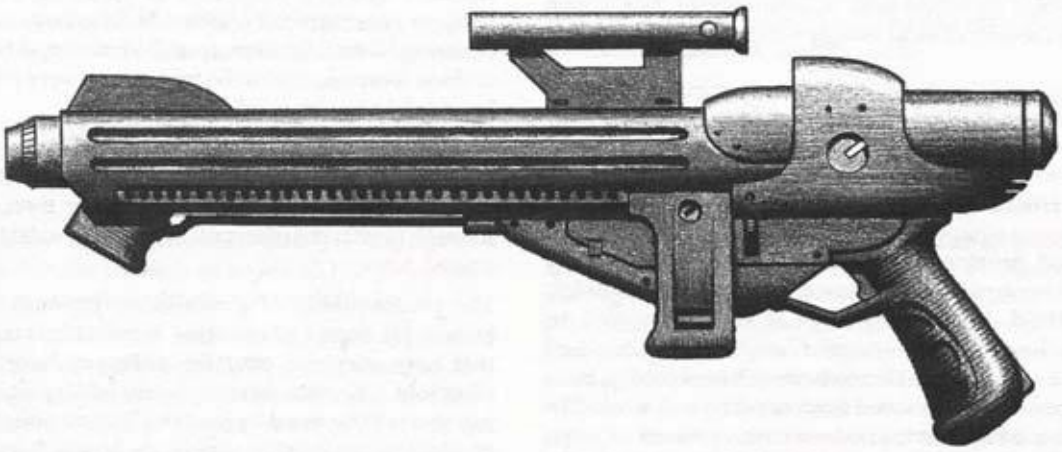
Stunners brought to or constructed on Jorune:

| | |
|---|---|
| Pistol: 5 shots/power cell | 10 Stamina loss |
| rifle: 2 shot/power cell | 14 Stamina loss |
| semi: 1 shot/power cell | 17 Stamina loss (requires pile) |

### Weapon Accessories

**Scope**

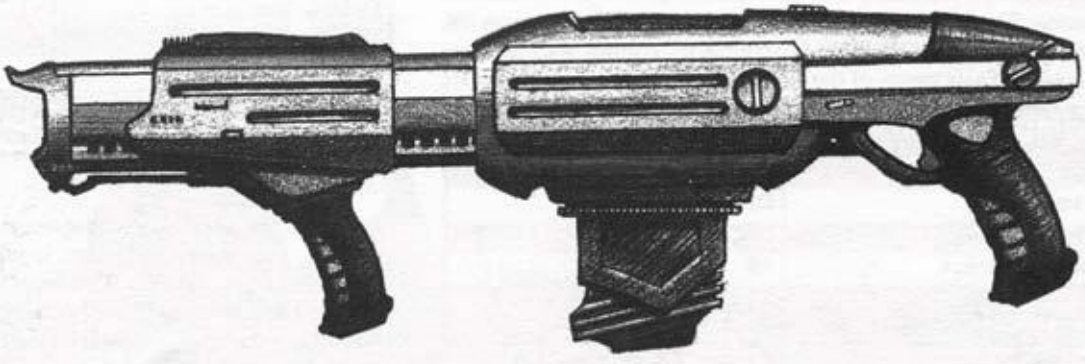
Scopes attach to any energy weapon, both pistols and rifles. Their effect is described in Chapter 2, under the Using Characteristics in Game Play.

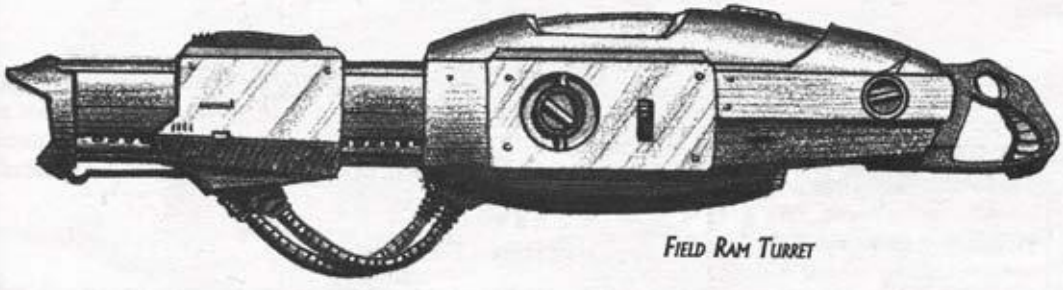


BLASTER RIFLE

BLASTER

FIELD RAM RIFLE





FIELD RAM TURRET

**Power Clip**

A power clip holds 10 power cells in a convenient pack which attaches within the grip of most energy weapons.

## TEC-TONS

On Earth, the name robot had come to be replaced by "tec-ton" or just "tec." Tec-tons were created for the Jorune expedition to deforest, lay power lines, excavate, build structures, seed incupod patches, assist Humans in everyday endeavors, provide expert assistance, maintain equipment and installations, build other tec-tons, survey land, provide colony defense, and to act as security accomplices for recon patrols. These machines were very complex, but easily serviced. In the early days of the colony tec-tons repairing each other was a common site. Now, thirty-five hundred years later, none of the original tec-tons are still functioning, but a high percentage of those removed from cry-bins still work. The first tec-tons released by Prince Khodre agents ventured off to the unknown. It is rumored that they traveled to other Earth-Tec cache sites and released other tec-tons from cry-stat. Two such devices are described:

Tec-ton encounters aren't stereotypical of a robot encounter. Some of these devices stand as high as 10 feet, and look totally alien. Few of the tec-ton manufactured take a human form, and in general, if they have no specific interest in a creature, they are likely to ignore it. Most tec-tons are automatronic robots that carry out research missions, and little else. Often, whatever personality they have is brought about through defects, not programming. Picture a huge, metallic being crashing through the forest, breaking branches and narrowly missing trees and small animals. Tec-ton encounters rarely take the form of, "Human, please take me to the nearest population center where I can blend in to the greater whole of a human society, assisting other life forms in whatever ways I can." Even robots that are multi-lingual and roughly humanoid are not overt in their friendliness. Their behavior is subject to change over time, and from experience they know the unproductive, potentially harmful effect they can have under the control of primitive humans. They will not, for example, kill other life forms on the whim of a human. Only under computer control will tec-tons change the basic tenets of their original programming.

| Combaton | Number Appearing: 1 |
|---|---|
| Type | Tec-ton |
| Reaction | Dangerous |
| Skin armor | DA, Energy Weapons -4 |
| Advantage Bonus | +8 |
| Attacks, Type | 3 blaster, 4 laser, 4 field ram, 2 stuns |
| Damage for each | standard for each weapon |
| Speed | 30 |
| Attack Rank | 19 |
| Defense Rank | 10 |
| Defense Size | +3 |
| To hit at range | Body +1, Head -5 |
| Dyshas | - |
| Isho | - |
| Special | If in combat mode, can fire all weapons every round. Will have 2D6 available shots per weapon until recharging is necessary. |

**Combatton**

Combatton tec-tons are combat robots designed for situations where heavy resistance is expected. Not many of these units were instructed for the Jorune expedition. It was thought that they might someday be used if hostilities ever broke out with the native shanthas. The RTC Corporation was the main contractor for the weapon systems of the combatton. Its arsenal includes: 3 interior blaster mounts, four lasers, four field rams, and two stunners. Each of these weapons drains the tec-ton's power system the same as a hand-held weapon would.

These mechanical warriors do not miss their targets except where impeded by visibility. Their main motion systems employ mobile legs with treads beneath them, enabling them to travel rapidly through most types of terrain. For all their bulk, these robots make a small target.

The programming of a combatton prevents it from harming human life except where other human life is endangered Those that have survived over the millennia have had to interpret situations where the lives of clearly intelligent, non-human creatures were threatened by humans. In more situations than not, the combattons took action against the hostile forces.

One of the combatton's most important functions is to attain a power source. These tec-tons burn up power fast, and need replenishing more than once every two Earth months. Never attempt to stop a combatton from reaching its destination. If that location happens to be a power plant, the tec-ton look upon you as a threat of deactivation.

| Surveyor | Number Appearing: 1 |
|---|---|
| Type | Tec-ton |
| Reaction | Obnoxious |
| Skin armor | DA |
| Advantage Bonus | +4 |
| Attacks, Type | 2 field rams |
| Damage for each | standard |
| Speed | 20 |
| Attack Rank | 16 |
| Defense Rank | 14 |
| Defense Size | +1 |
| To hit at range | Body +0, Legs -4 |
| Dyshas | - |
| Isho | - |
| Special | Extremely smart, Has 8 arms |

**Surveyor**

These multiple limbed, walking tec-tons roam the jungles, forests, swamps, and deserts of Jorune, looking to examine various terrains and life forms. They are armed with field rams, but seldom find need to use them. Their bodies are spider-like, with a small central base that contains their superconducting magnetic storage system, brain, and mechanical systems. Surveyors are often found with less than their original 8 limbs. They can operate with no less than 3 legs.

## POWER SOURCES

Many powerplants were built by the humans during their initial years on Jorune. Most are buried deep beneath the surface of Jorune and offer only limited access from ground level. A metal stud post rises from the ground when its center stud is pushed. Various types include:

### Tec-Gens: Fusion Generators

Tec-Gens are fusion generators used to recharge power cells and function cells. They weigh about 1000 pounds and use ordinary water for fuel. A tec-gen can recharge an attack-cell in 20 seconds, a power-cell in ten seconds, and a function cell within a second. These devices are strictly controlled by the Dharsage.

All of the larger Burdothian cities provide a recharging service to Drenn and Kesht. The location is usually in Dharsage Office of Earth-Tec, usually near the chell's office. The prices are 1 gemlink for a function cell, 10 gemlinks for a power cell, and 20 gemlinks for an attack-cell.

### Huge Portable Pile: HPP

Specs: Output one power-cell's worth of power in 10 seconds.

The Huge Portable Pile, or "HPP" as it is called, weighs 700 pounds and occupies a volume less than 64 cubic feet. It is shaped like a dome with parallel holes on each side. Metal bars are placed through the holes to provide support for transporting it.

The HPP employs a slow fission source of uranium to generate electrical power. These piles are very reliable and can be controlled to ramp their energy output up or down from the average figure of 10 seconds. Any decrease in output power is allowed, but increases are limited to a factor of 5 (2 seconds per power cell recharge). Increases in power output can only be sustained for periods up to one hour before the devices cooling system brings it down to a safe level.

There are several versions of the HPP that were created. Some look more gadgety than others, but all are essentially a big crate.

## EARTH'S BIO-TECHNOLOGY

Earth's biological technology exploded in the next one hundred and fifty years. Bio-tec had turned into a cottage industry, with gene splicers churing out new products (forms of life) at a rate equalling that of electrical devices in the beginning of the twentieth century; "Bio-tec buddies" were sold commercially for every niche market.

When the Jorune colony was still in the planning stages, it was realized that a dual technology strategy would minimize risk to the civilian population. An army of biologically engineered self-replicating creatures would be created and spread throughout Jorune. Built by two companies, JBT (Jorune Bio-Tec) and RK (Replikins Kinderpods), these creatures would provide tools and assistance to Humans in need. It would be a technology that wouldn't fail if it lost power or if Human productive capability was lost. The mechanism finally settled upon was the creation of the incupod, the reco, and the cork.

Thirty-five hundred years later, bio-tec still thrives. Small mutations have crept into the system, but it runs essentially the way it was planned all those years back.

### Incupods

These large, hairy, watermelon shaped plants are the heart of the bio-tec system. When a cork is placed in their cork-hole, it eventually turns into a living, bio-engineered creature. The process takes several weeks and the opening of the incupod ends the plant's lifecycle. The thick leathery skin of the incupod is too tough for most creatures to penetrate, and offers only an acrid aroma to those who do succeed in rupturing its outer membrane. Incupods should be watered daily during their incubation phase to ensure proper formation of the reco. There are two major brands of incupods and corks: JBT and RK. Placing a JBT cork into an RK incupod (or vice-versa) can spell disaster. Incupods have mutated in ways that allow such genetic screw-ups. See the section on Reco defects for more information.

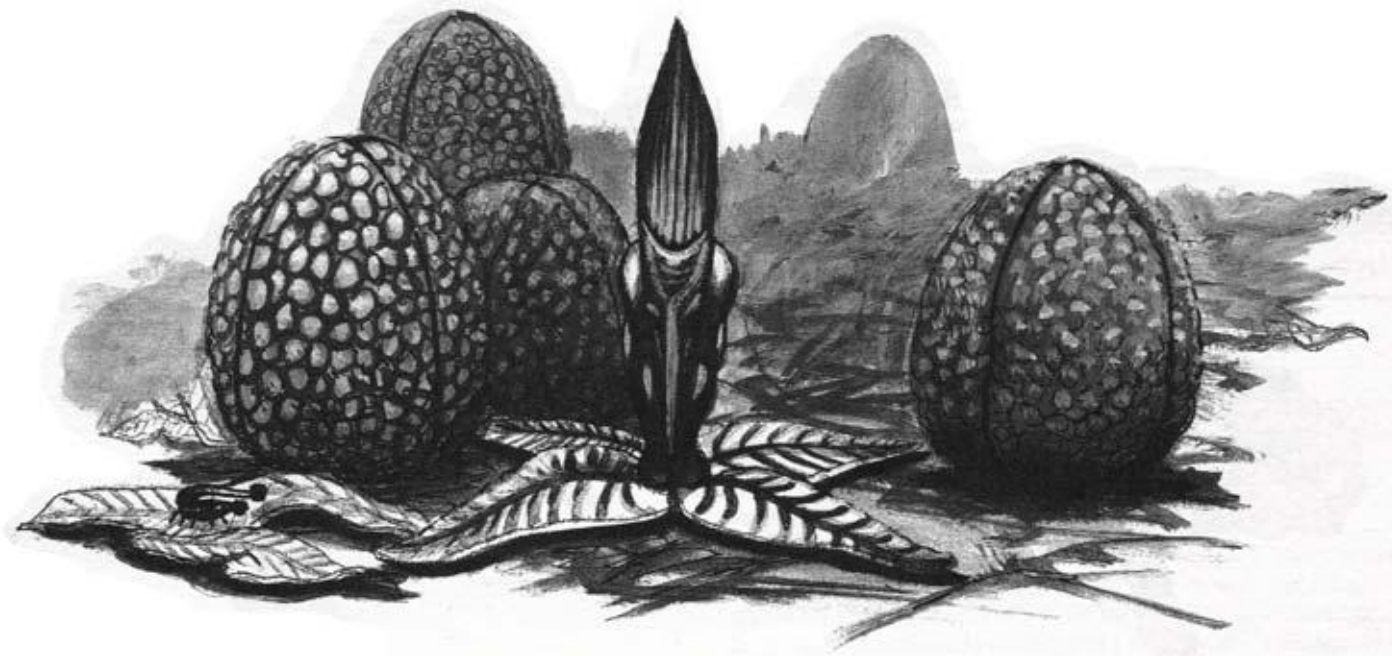
#### Recos

Recos are the bio-tec buddies that hatch out of incupods. They are fully adult at the time that they emerge, and require no training for their basic tasks. Recos need plenty of fresh water and "cankle" for a long lifespan. They die when they have exhausted their energy reserves.

The most common forms of recos are: Reco Volunteers, Reco Rejuvenators, Reco Bridges, Reco Water Diggers, and Reco Milkshake Makers. There are various versions of defective recos, so people on Jorune approach Bio-tec with a bit of apprehension. Stories of finger biters and head chompers are part of everyone's childhood. There is usually a spot on every reco that is pressed down to tell the creature to perform its function. Here are the types of recos:

#### Cankle

This is reco-chow. Recos live the longest if fed this gray, pulpy fodder. It is high in protein but should not be ingested by other creatures. The



enzymes it contains are mildly poisonous. Recos were designed to relish its taste.

**Reco Water-lung**

These recos remain inactive until their tummies are pressed. That is their signal to climb up their owner's face and attach to their mouths. Reco water-lungs are very efficient at what they do. They can extract enough oxygen from water to keep a person breathing for hours. Defect water-lungs are very dangerous.

| Reco Volunteer | Number Appearing: 1 |
|---|---|
| Type | Reco |
| Reaction | Apathetic - 6 |
| Skin armor | None |
| Advantage Bonus | +4 |
| Attacks, Type | None |
| Damage for each | - |
| Speed | 3D6+6 |
| Attack Rank | - |
| Defense Rank | 14 |
| Defense Size | -2 |
| To hit at range | -3 |
| Dyshas | - |
| Isho | - |
| Special | Reco decoy, bounces around |

**Reco Volunteer**

For dangerous situations where humans must go, reco volunteers were created. These happy-go-lucky creatures bounce all over, hopping too and fro in an attempt to draw fire or force a creature to reveal itself. Volunteers are naturally drawn to any movement but they have no set pattern to their jumps.

| Reco Bridge | Number Appearing: 1 |
|---|---|
| Type | Reco |
| Reaction | Apathetic - 6 |
| Skin armor | None |
| Advantage Bonus | -6 |
| Attacks, Type | None |
| Damage for each | - |
| Speed | 1D6 |
| Attack Rank | - |
| Defense Rank | 5 |
| Defense Size | -2 / -7 (normal, bridge) |
| To hit at range | -1 / +1 (normal, bridge) |
| Dyshas | - |
| Isho | - |
| Special | Grows vertically, falls over. Immobile in bridge form. |

RECO VOLUNTEER

**Reco Bridge**

These recos grow vertically to a height of 5 yards and then tip over. The bridge that they create is very solid, and can support a thousand pounds of weight if the two ends are supported. The creature is alive throughout the entire process. After a bridge has been used, it must remain in the extended state forever. It dies a few days after transforming.

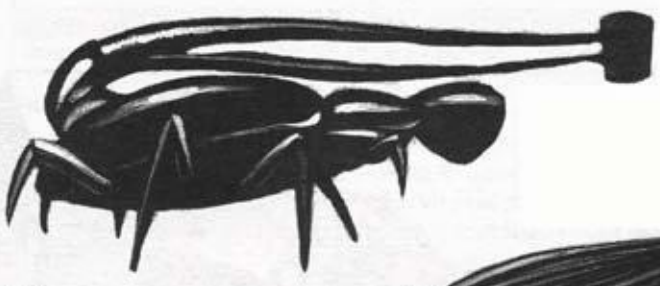
| All Basic Recos | Number Appearing: 1 |
|---|---|
| Type | Reco |
| Reaction | Apathetic - 6 |
| Skin armor | None |
| Advantage Bonus | +2 |
| Attacks, Type | None |
| Damage for each | - |
| Speed | 3D6 |
| Attack Rank | - |
| Defense Rank | 12 |
| Defense Size | -2 |
| To hit at range | -3 |
| Dyshas | - |
| Isho | - |
| Special | Includes rejuvinator, milkshake maker, digger |

**Reco Digger**

This form of reco digs down into the ground and returns with whatever it finds. Often it comes back with water, which can be released by squeezing a gland in the creature's neck. But if it is placed in the right area, it can dig up crystals beneath the surface of the planet. Reco diggers that find crystals expel them from their mouths upon return to the surface. A crystal digger usually lives for two or three digs, depending upon the hardness of the soil.

**Reco Milkshake Maker**

The squeamish should avoid this form of reco. It was an experimental reco at the time of the colony's destruction. These creatures soak up water and then produce a thick foamy drink intended for human consumption. They even know how to center themselves



BUSK

RECO CRYSTAL DIGGER

over a glass. The liquid looks disgusting, and tastes like nothing else. Because so little is truly known about Bio-tec by humans on Jorune, there are many competing theories as to the special attributes of the sauce. Other than being high in vitamins and calories and tasting like play-dough(tm), there is nothing special about this drink. Iscin are trying to modify it into a true potion of health. Milkshake makers can live to pour 100 drinks.

**Reco Rejuvenator**

These recos inject a long thick appendage down the throat of the injured or dying. They can stabilize a creature in critical condition. A Critical wound is downgraded to a Major wound after the rejuvenator takes over. The process takes about an hour, but during this time the character will not die. Rejuvenators can perform such a function three times in their lives.

### Laser Scalpel

Laser scalpels are used to cut the gene-sites on corks. They are very rare and are valued by Bio-Tec Iscin.

### Corks

Corks are leathery cork-shaped and cork-sized pieces of bio-mass that contain all the genetic material and instructions that incupods use to create recos. Corks are inserted into incupods to start the incubation process which creates a reco. Corks can be altered to produce different recos, but this isn't a process for the feint hearted. The results can be disastrous. The cork is unraveled along its seam and pressed flat. A laser scalpel is then used to score various gene sites which control the release of proteins once the cork is placed inside the incupod. With the right set of changes "Wow! A new reco!" otherwise, "Hey, it's a new one... No. Ow! Ow!!! Hey! Ahhhh!"

Some Bio-tec experts are good enough to score gene sites with a sharp knife. They terrify anyone watching. There is no danger until the cork is placed in the incupod and hatches, but it's like watching a bomb being built.

Each of the recos produces a single replacement cork during its lifetime. This cork will produce a nearly identical reco if properly placed in an incupod. Unless a reco is caged, it is often hard to find the replacement cork when it does come out. Recos can be coaxed into producing additional corks by Bio-tec experts. This significantly reduces their lifespan.

Busks are tiny friends of Bio-tec life and incupod patches. They are small insect-like Bio-tec creatures that search for corks and carry them with their two long pinchers to an awaiting incupod. Busk sometime grow from uncorked incupods.

**Reco Defects**

Strange variations on recos can emerge under many circumstances. If a cork is defective, if the incupod not healthy, if the cork has been cut improperly, or if the wrong brand of cork is placed in the wrong brand of incupod, a defective reco will likely result. There were assurances built into the bio-tec to prevent the more extreme alterations, but incupods have evolved over time and use a different set of criterion to determine whether the reco should be allowed to hatch. Here is a partial list of possible reco defects:

Will die within minutes
Will die within hours
Will die within days
1/2 life span
Stuck to incupod at birth
Inability to eat
Sensing defect (D6: 1-4 eyes, 5-6 other)
Unreliable at performing function
High failure rate at performing function
Abandon function in mid process
Clumsy
Slow
Hyper/fast
Noisy
Always hungry
Vicious
Always feels pain
Missing limbs
Abnormal hair
Twitches
Skin produces oils
Smells bad
Unable to produce corks
Unresponsive immune system
Loud digestive organs
Eats anything
Grip-complex: holds to anything
Digs: digs into ground (tries to rejoin incupod)
Premature birth: too small
Extra growth: x2-x4 size (3 more defects)

### DURLIG

Durlig was the plant engineered by the original Earth colony to provide nutrients for humans that natural Jorune vegetation lacked. It is easy to grow, but difficult to harvest. It has a vile taste (unleached), and its greens decay quickly when picked. It is essential to humans, if they are to be healthy.

## CRYSTALS

Although their use was described in Chapter 2, there are several undescribed attributes of crystals under the *Sholari*'s control. When a character drains a crystal, if the roll against Color Rank was a 20, make a D100 roll and look below.

| | | | |
|---|---|---|---|
| 1 | - | 30 | Character takes a Superficial wound |
| 31 | - | 50 | Loss of 5 Color Points |
| 51 | - | 60 | Loss of 20 Isho Points |
| 61 | - | 70 | Temporary scramble of dyshas, lasts 1 hour |
| 71 | - | 80 | Loss of a skill Rank with a dysha |
| 81 | - | 90 | One Dysha is screwed up in some way |
| 91 | - | 100 | Explosion: 1 minor wound. |

Isho Points recharge every few days, Color points can be regained, but when a dysha loses a rank, it can only be restored through training or use.

Some of these effects are only meaningful for creatures that weave orbs and bolts. If you roll something out of context, treat it as a superficial wound.

Very pure Crystals Get a negative modifier to the roll on the above Table. If you have a negative number after subtracting from your roll, the character suffers no deleterious effects.

Impure crystals require a roll on the above chart for rolls of 19 or 20 when draining. Add a bonus to the D100 when rolling on the above table.

## SHANTHIC TECHNOLOGY

Shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful implements.

### Sarceens

Sarceens hold information in the form of sculpted Isho that the user receives by holding the device to the forehead and releasing a little bit of the person's Isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that

### Hilc

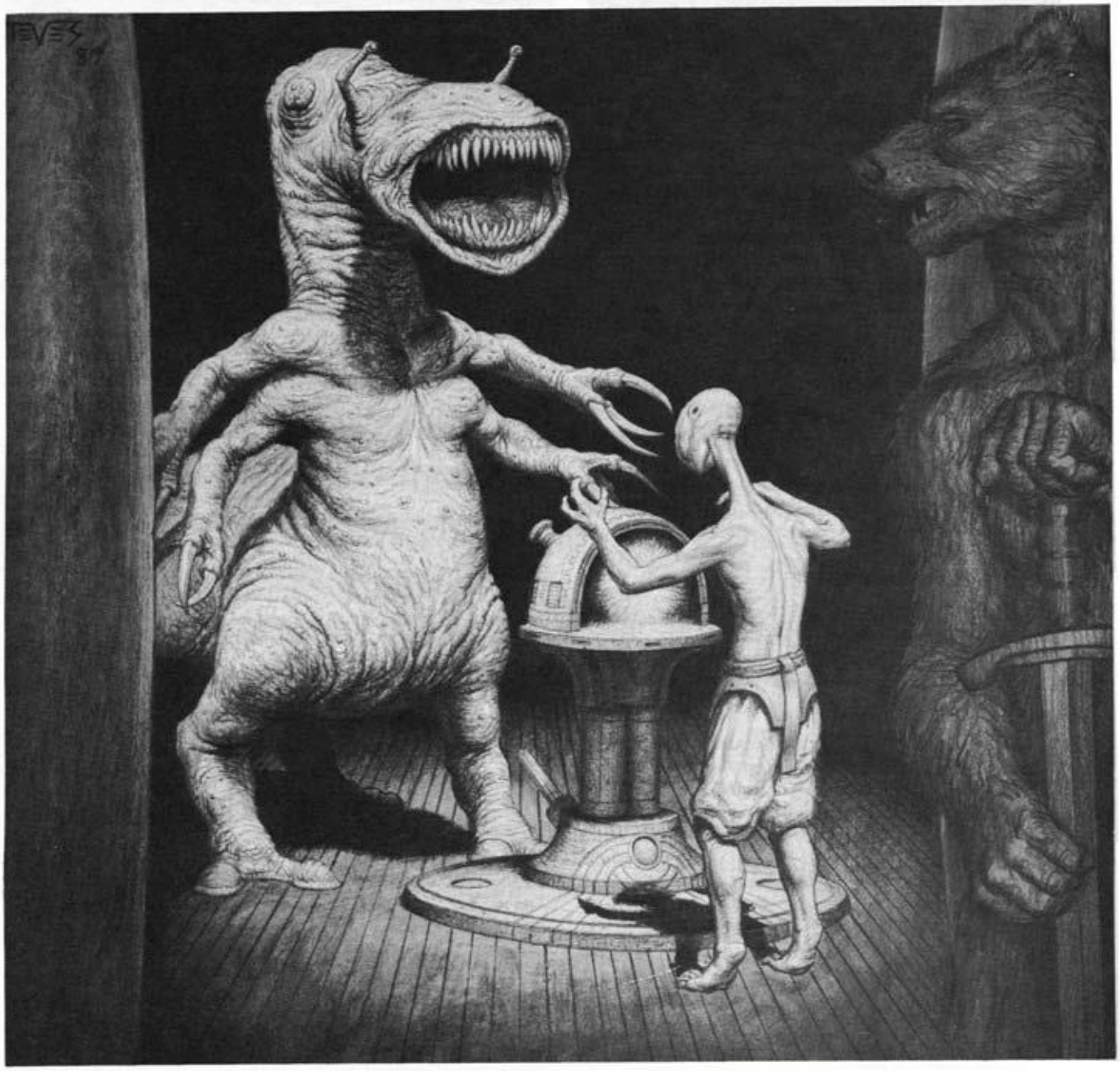
When eaten with native Jorune plants and animal meats, hilc makes it possible for humans (and their related species) to digest difficult foods. A single portion is enough to spread out over a week's supply of food.

### Doul

Doul is an extract taken from the doulsin herb indigenous to the East Trinnu Jungle Lands. The ingestion of doul temporarily adds 5 Rank points to a creature's Color Characteristic. This is useful for learning new dyshas. The effect lasts for 4 hours. After the doul wears off, a powerful hangover is common. Only the most serious Caji take Doul.

### Keether

This herb inhibits the body's ability to hold onto Isho. Although disastrous to Caji, ingestion of keether makes it possible for creatures to hunt daij, and to blend into the Isho background, making themselves almost totally invisible to those who rely totally on Tra-sense for sight. The duration of the effect is one hour. During this time, a character's Isho level is 0 Isho Points.



*Shantha at Cle–Eshta; Sending a Dhar Corondon Through a Warp*

blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 bonus to hit. Only swords and two handed swords are made into shanthic blades. Most are boccord sized (shanthas are pretty tall), although some human and muadra sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of the prices for each of the different blades:

| Injury Bonus | Price |
|---|---|
| +1 | 7 gc |
| +2 | 15 gc |
| +3 | 3 gs |
| +4 | 5 gs |

## LIMILATES

A limilate is any substance that affects mental state or health. Limilates are drugs and medications. They come in a variety of forms.

### Shirm-eh

Without the shirm-eh limilate, ramian heal very slowly. Although plentiful in Burdoth and the East Trinnu Jungle Lands, it is uncommon in the ramian's home realm of Voligire. Shirm-eh has no effect on other creatures, although thriddle enjoy chewing it.

### Arrigish

Ingestion of this limilate speeds the healing process of Earth descended creatures. It is taken from the "shree" root. A single portion is enough for one week. If arrigish is eaten over a one week period, 2 additional points of Stamina will heal from all wounds. If uninjured, arrigish will have no effect on those who ingest it.

### Scedri Cloth

Scedri cloth are tunics soaked in the arrigish limilate. Wearing such a tunic will speed healing just as arrigish does. Fresh scedri cloths are usually prepared before battles.

### Mathin

The noxious mathin aroma is created by blount. They are the only race impervious to the terrible smell of this limilate. Other creatures will run from mathin. The odor stays with anything it comes in contact with. Those victims who spend a great deal of time scrubbing will finally rid themselves of the odor in about a week. Affected objects will never smell sweet again. To determine whether or not a character is able to withstand the stench, roll against Constitution Rank. A successful roll indicates that the creature is able to suppress the urge to run for a few seconds. A single use of mathin is enough to fill a 20 by 20 yard area in a few minutes. Those who buy mathin either intend to deploy it or launch it at adversaries. Gas masks provide some protection against mathin.

### Daij

The ingestion of daij meat heightens Tra-sense; even those normally blind to the ebb and flow of Isho will be able to see its form. Dysha usages are easily detected by daij meat eaters; they can see the ripples that the dysha puts into the surrounding Isho. A single portion lasts for six hours. The daij is an ocean-dwelling enervor which preys on living Isho. Only the Isholess ramian are able to fish safely for daij. They trade their daij catch (useless to them) for the shirm-eh limilate which they so desperately need.

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### Rimeen

Rimeen is an herbal limilate which cripples a creature's Color Characteristic and Moon Skills all by 15 Rank points. The effect of rimeen lasts for one day.

### Ambreh

The ingestion of ambreh improves a creature's memory. Add 3 Ranks to a character's Education when ambreh is taken. Apply this bonus only when rolling for *learning languages* and *skills* which depend mainly upon memory. Those who must remember complex instructions commonly depend upon ambreh to help them. The effects of this limilate last for 3 hours.

### Thon

An ingestion of thon increases a creature's strength by 5 Rank points. Thus, a human with Strength 13 would be increased to a strength of 18. The effect lasts for 3 hours. At the end of this time, the creature will experience painful withdrawal (Stamina, Strength, and Agility will all fall to 1/2 rank). Constant use will lead to addiction and death.

## CLEASH TECHNOLOGY / CAPSULES

These capsules are created by cleash and have a variety of forms and uses. Below are descriptions of the most common capsule forms. Capsules are the size of tangerines; treat them as rocks when rolling to see if they hit their targets. Capsules must strike their targets hard enough to break open. Players must roll less than or equal to their character's Strength Characteristic for this to happen. These capsules are single use — they are not re-usable.

**Fire Capsules**

Treat the damage done by these capsules as heat.

**Cold Capsules**

Use the heat injury column for cold capsules, but subtract 2 from the die roll (See croid description for other damage).

**Smoke**

Cleash smoke capsules create a huge cloud of black smoke in a matter of seconds. The cloud is typically 5 yards in diameter, and rises 3 or four yards off the ground. Smoke clouds will disperse after a few minutes. The fumes are non-toxic.

**Repel**

These capsules create an odor offensive to most creatures. Creatures have a 25% chance of being bothered by the smell of a Repel capsule.

**Blinder**

Blinder capsules give off a gas which burns the eyes and mucous membranes. It is similar to tear gas. Characters hit by a blinder capsule must roll lower than or equal to their Agility characteristic, or they will be blinded for 5 minutes.

**Flare**

Flare capsules give off light that lasts for about an hour. They glow as bright as a small campfire. Flares do not burn, and cannot be used as weapons.

**Knock-Out**

Knock-out capsules give off a gas which will inflict 10 Stamina points of damage to any oxygen-breathing creature. Players must roll lower than or equal to their Agility to avoid breathing in the gas.

**TJ**

Throw-Explode-Juniors are cleash capsules named (by humans) after the Earth-tec throw explodes grenade. Treat the injury done by a T.J. as you would a power orb, but add 2 to the die roll.

**Tangler**

Tanglers throw off sticky, fibrous strands that dry quickly, binding their victim's arms or legs. Players must roll less than or equal to their Strength (apply Size modifier bonus tripled) in order to break free of the strands. They will decay naturally within a few hours. Whatever body part is hit will be immobilized by the tangler.

## SAILING VESSELS

The following is a partial list of sailing vessels on Jorune.

### Salu Chausis

Built by salu, the Chausis is the fastest Jorune ship. A typical Chausis speed is better than one hundred miles a day. To buy a Chausis is a considerable investment; ships are "hired," or creatures ride as passengers.

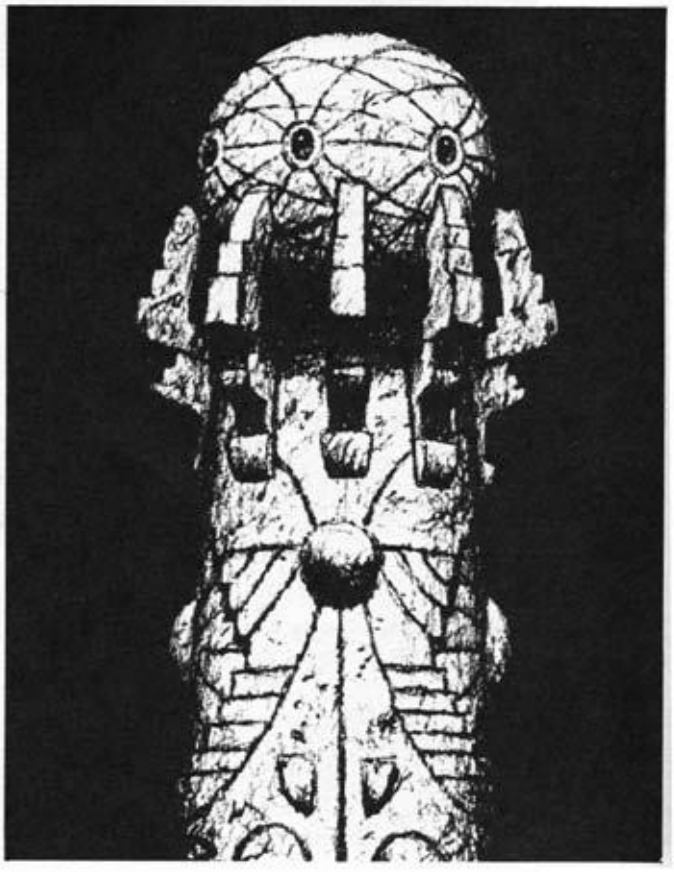
### Jaspian Crystal Schooners

Built by the people of Jasp, these schooners fly above underground channels of crystal lava. They are supported by the repulsion between the schooner's crystal "jarkis" and the underground crystal flows. The sails on these ships are when the schooners set down on the ocean. Ordinarily they ride the Isho breeze.

## ALL PRICES IN GEMLINKS UNLESS NOTED OTHERWISE

| | | |
|---|---|---|
| A suit of leather armor | 100 | |
| A suit of mail armor | 10 | gemlinks |
| Thailirian armor | 350 | gemlinks |
| Locurian grunder | 150 | gemlinks |
| DA: deflector armor | 200 | gemlinks |
| ER: energy repulser armor | 500 | gemlinks |
| Cleash fire capsule | 15 | gemlinks |
| Cleash cold capsule | 10 | gemlinks |
| Cleash smoke capsule | 1 | gemlinks |
| Cleash tangler capsule | 20 | gemlinks |
| Cleash TJ capsule | 20 | gemlinks |
| Cleash flare capsule | 1 | gemlink |
| Cleash knock out capsule | 20 | gemlinks |
| Cleash repel capsule | 3 | gemlinks |
| Cleash food odors capsule | 3 | gemlinks |
| Cleash blinder odors capsule | 6 | gemlinks |
| | | |
| Function cell | 1 | gemlink |
| Function cell recharge | 1 | gemlink |
| Power cell | 20 | gemlinks |
| Power cell recharge | 10 | gemlinks |
| Blaster | 2000 | gemlinks |
| Field ram | 1000 | gemlinks |
| Laser | 1500 | gemlinks |
| Pulsar | 1500 | gemlinks |
| Stunner | 1000 | gemlinks |
| Slab ammo | 10 | gemlinks |
| Scope | 500 | gemlinks |
| Tracking scope | 2000 | gemlinks |
| Power clip | 600 | gemlinks |

*Shanthic Altar*



# SECTION 6: SHOLARI GUIDE TO JORUNE

## IN THE BEGINNING:

## THE EARTH COLONY ON JORUNE

In the Earth year 2116, technology developed by Earth scientists would allow travel through space at faster than light speed, opening communication with distant stars. Using the new technology, unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet. Lush and hospitable, the planet possessed a gravity, atmosphere and climate similar to that of earth. The transmissions from the probe indicated that the planet had a fully developed ecology which supported many forms of life.

The planet was named "Jorune," after its discoverer, Kadija Rhen Jorune. Excited by the prospect of a manned mission to the planet, the Earth nations made plans for a permanent research station, possibly to be followed by a larger colony.

Many years were spent in the development of long-range spacecraft. In 2138, two years after leaving Earth, a manned expedition of several hundred scientists reached Jorune. The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly framed humanoids that communicated in a very complex language combining pictograms, phonics and colors.

Another intelligent race was found on Jorune, the "thriddle." Although not humanoid, the thriddle quickly mastered English (in all its simplicity), and were able to bridge some of the gaps in the colonist's communications with the shanthas. And, unlike the shanthas, they demonstrated much interest in Earth technology and peoples. Though the shanthas were far more numerous than the thriddle, neither seemed to be in a position of dominance. Soon, other sentient races were contacted on the surface. The presence of so many intelligent races on the planet presented contradictions to Earth scientists. Interactions between the various races on Jorune were highly segregated. Shanthas, in particular, demonstrated apparently little interest in other races. Paradoxically, most of the intelligent races lived simply, and seemed uneager to progress technologically. Although highly intelligent, the shanthas were a peaceful race with little machinery. Their life-styles were simple by human standards, despite their elaborate underground architecture. Thriddle had a primitive agricultural society. They lived in the ruins of a great past civilization. The exaggerated scale and architectural prowess the structures belied were ample evidence that they were not thriddle-built.

Certain features of the planet's geology defied explanation: minerals containing a very high energy density led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In the face of these mysteries, the landing parties determined that a permanent presence would not represent a significant threat to humans or the indigenous life. It was finally deemed safe to establish a formal colony. When told of the colonization plans, the shanthas reacted coolly. They did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated the lands that the humans could occupy.

The Jorune colony was to transport over twenty thousand colonists and crew to the awaiting planet. A fleet of 80 ships would carry passengers in suspended animation for the long voyage through space. In 2147 the colony ships departed Earth. Each of the ship-pods were designed to be reasonably complete colony sites after landing. Supplies from Earth would initially be needed in abundance, but after a generation, each colony site could become self-sufficient. Plant and animal species from Earth were brought for comparative studies with indigenous Jorune life.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. In that same year the colonists learned of catastrophic war on Earth. The raw materials for the colonization project had been taken almost exclusively from the moon. The already strained lunar treaties between the superpowers broke soon after the colony was established. Negotiations were attempted, but by 2155, no more talk was possible; Earth was engaged in full scale war. Transmissions received by the colony indicated that Earth had lost the capability to support manned missions. Days later, communications with Earth were permanently lost. The supply ships they had expected would never arrive.

What had started as a research colony now appeared to be the last remnants of human civilization. The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation for large-scale seeding of a food crop biologically engineered to be competitive on Jorune. They began mining operations on lands forbidden to them. The shanthas reacted with hostility to these transgressions. But the humans ignored their threats, and when shanthas tried to interfere with human expansion, they were dealt with abusively.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from Shanthic lands, a wave of attacks employing energies of almost nuclear proportions were launched against most of the 80 colony settlements. Many thousands of the colony members were killed. Their great shields had offered them no protection. The attacks of the shanthas came from within each of the colonies.

The humans, however, were still the masters of a sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. Over 99% of the shanthas died, leaving only thousands of a once populous race.

This was a hollow victory for man however; all of the starships were destroyed, and with them man's only means of leaving Jorune. In the violent aftermath, settlements were abandoned and items of technology left behind. It was a common belief that

shanthas could seek out power sources, even those used in small hand-weapons. Communication between colony sites was destroyed; survivors had no knowledge of the fate of the their fellow humans.

In isolation after the attack, Iscin, a bio-tec engineer, feared that no earth animals would survive. An expert in biological engineering, he attempted to modify earth animals to make them more competitive on Jorune. In his experiments, he altered several earth species into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

The destruction of the colony sights left many earth species refugees in the strange environment of Jorune. Most earth animals perished in an ecosystem in which they had no niche. Although the geography and weather of the planet were well suited to earth life, the native competitors held the upper hand in most struggles for survival. Some earth species survived, humans among them. They quickly became part of the forest fabric. Man became a hunter again.

In the years that followed, humans and shanthas played out the hostilities kindled earlier. For fear of shanthic detection and reprisal, tools and technology were abandoned; life became simple in philosophy as existence became a struggle.

An exotic form of energy unlike any on Earth surrounds Jorune. The native life was adapted to this energy, and after many generations, Earth species also began to adapt. In particular, two sub-species of humans began to develop. Several hundred years later, Jorune's moons come into a rare alignment, causing powerful quakes that release tremendous energy from the planet's core. The surge of "Isho" (the ambient form of energy which permeates everything on Jorune) had a strong effect on Terran genetic makeup. The human race splintered into three main races: The pure strain humans, those unaffected by the energy, the boccord, larger and stronger than humans,and the muadra, smaller and weaker than pure-strain humans, who occasionally give off flashes of light during the night.

### Thirty-five Hundred Years Later

Over the millennia, the humans have grown to be the most populous race on Jorune. Muadra and boccord remain minorities in (pure) human settlements and cities. After centuries of backsliding, human society on Jorune has now begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. The muadra have learned to master the shanthic Isho disciplines. Conditions on Jorune have impeded their technological development, but humans have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without full understanding of the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

## HUMANS THROUGH SHANTHIC EYES

The shanthic race had lead a peaceful existence in underground caverns for millennia when the aliens came. These new-comers spoke a lumpy, awkward tongue lacking dimension and clarity. In spite of their crudity, the alien skills of energy manipulation were impressive. Their tools relied upon energy pellets, not Isho. Their belongings were crafted of a resistant tlesk (metal). The H-oomans, as they wished to be called, would not pronounce the name of the shanthic planet "Sho-caudal" (vast fluid body). They would only say "Jorune."

These "H-oomans" were unable to see or feel the natural fluid of Sho-caudal. They hulked about gracelessly, blind and insensitive to the environment to which they had traveled a great distance. The shanthas had difficulty respecting these creatures who covered their Isho (literally: vitality) with fur. The shanthic "Sholari" (priests) encouraged cooperation with the outlanders to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance.

Although shanthas understood the magnitude of a population of twenty thousand, they were taken aback by the sheer bulk of the colonists, when they arrived. Their awkward attempts at simple "cashiln" (walking) were shameful. Their intellects seemed just as disorganized. It was rumored that H-oomans were incapable of controlling their own bodily functions. Their "inner fluid" was pumped involuntarily and their frontal lobes fluttered spasmodically. They spoke of nothing, ignoring everything around them. At first amusing, their flat speech soon came to be considered a waste of time. The thriddle came, as the shanthas knew they would. The distracting human curiosity was deferred for a while — thriddle were delighted to speak unceasingly with the visitors.

The H-oomans inability to project even the most simple "lih" (naull orb) was taken as an indication of dwarfed intelligence by many shanthas. But the H-oomans commanded great tlesk manipulation, so the shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace.

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties were obeyed. The new-comers seemed to have proven their harmlessness.

Suddenly the tranquility of life was shattered; the H-oomans began acting frantically. They claimed the loss of their homeland. Yet they had *abandoned* their homeland to come to Sho-caudal. Erratic H-oomans behavior became a concern. The shanthas were resigned to revive aggressive technology left to them by their ancestors. They watched and waited. Uneasiness and fear had been unknown to them; this sensation was, to the shanthas, a subtle poison released by the H-oomans.

Without warning, the H-oomans transgressed "Cali-Shafra," Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was pierced by huge tlesk. The H-oomans claimed that they needed the area to make their food. The shanthas were unsympathetic. The humans had survived for some time on Sho-Caudal without taking such extreme measures. The transgressions of the H-oomans became intolerable. With the disruption of the Galsh-ala (Ancient Burial Grounds), shanthas finally felt that their energies could be justly unleashed.

The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships. To the shanthas, it was a simple matter: The warp mappings to the ships were regional and the Isho was readily available. Warps were forced open, and through them, tremendous dyshas of Desti and Du were sent.

It was expected that the problem was over. Instead, nearly all of their race lapsed into "shyee," the Isholess state. The shanthas remember this as "Leash Ebeeca" (The Dying Time). The few who remained were unable to maintain the ancient underground complexes. Society crumbled. The shanthas were forced to leave the *glowing* lower world and take to the more desolate parts of their planet.

The shanthas knew that the H-oomans were destined to enter their cities in the coming millennium. They sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster. They looked to the time when their descendants could reclaim their heritage, and restore the race to greatness.

Over the ages, shanthas have learned a bit about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. 3400 years after Leash Ebeeca, hostility between shanthas and humans is rare. Again the shanthas are watching and waiting; this time for a chance to restore their race to ancestral splendor.

Of all the human descendants, shanthas find the muadra the most intriguing. Their Isho abilities closely resemble their own. It was this shanthic interest that led Sho Copra-Tra to train Caji Gends. This first relationship between shantha and muadra catalyzed a new existence for the muadra race.

# THE PLANET JORUNE

The planet Jorune is similar to Earth in many ways. They are roughly the same size, and share similar climactic extremes. Jorune's orbital period is 27 Earth hours long and its gravity is just a touch under that of Earth's. Jorune and its seven moon circle a single sun, along with the other 8 planets in their star system. Jorune is a "blue" planet; water covers as much of its surface as it does on Earth. The distinctive element that differentiates Jorune from Earth is Isho.

## THE PLANETARY YEAR

The year is broken down into four seasons, brought about by Jorune's axial tilt of 16 degrees. The seasons are Eris, Mullin, Auss, and Crith (Spring, Summer, Fall and Winter). The year's division into lunar months mimics that of the shanthic calendar.

**Moon Rotation**

| Moon | Revolution | Used for | Eccentricit | Orbital Inclination |
|---|---|---|---|---|
| Shal | 40.5 days | months | slight | 3° |
| Ebba | 4 days | hours | slight | 15° |
| Du | 81 days | seasons | great | 4° |
| Gobey | 17 days | alignments | medium | 1° |
| Desti | 55 days | alignments | great | 12° |
| Launtra | 7 days | week day | slight | 0° |
| Tra | 2 days | hours | slight | 5° |

The terms "days" and "hours" are still used. Days are approximately 27 Earth hours long. One "Jorune year" is 324 days long and is broken down into four seasons, 81 days each. These periods follow the moon Du, and are the basis of the Jorune calendar. Each season (Eris, Mullin, Auss, and Crith) is broken down into two Shal periods of 40.5 days each. Official documents specify "Season name, days into season," but "Season name, Shal period, days in Shal, year" is more common. Here are examples of both:

Official: Eris 50, 3492. This represents the 50th day in Eris of the year 3492.

Informal: 2nd Uris 10, 3492. This represents the same day as above; it is the 10th day in Shal's 2nd cycle of Eris in the year 3492. The extra day in the two month season is added at the end of the season as a day of festival. Placing stress at the end of the season name and adding an 'a' sound notes it as the second month of that season. Used only in speech, the months become: Uris, Erissa, Mullen, Mulling, Russ, Aussa, Crith, and Critha. So, a spoken equivalent of 2nd Uris 10, 3484 would be Erissa 10, 3484.

## MOONS OF JORUNE

Shal: *Keeper Of The Ancient Order*
A medium sized blue moon, elegant and pristine.

Ebba: *The Sender*
This Jorune moon is void of atmosphere; its craters and silver colored surface are easily seen from the planet. Much Shanthic mythology centers around this moon's detailed surface.

Du: *The Illuminator*
The large Du moon is covered with bright, slowly swirling, amber clouds.

Gobey: *The Protector*
This black moon is barely visible, except for the glow of its slight reflection and the black patch in the sky it blocks out of the star field.

Desti: *The Red Harbinger*
This swirling red giant of a moon looms overhead. A silent reminder of history's darker times.

Launtra: *The Flow*
Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.

Tra: *The Warp Maker*
The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.

## ISHO

Jorune has something that Earth does not, an energy that pervades all aspects of the planet, from upper atmosphere to core. Jorune's liquid crystal mantle and core are reservoirs of this stuff, by virtue of which shanthas "see," and skyrealms "float." The shanthas are so tuned to the Isho, a primary force in their evolution as a species, that they need no eyes. They sense the way Isho deflects around objects in their environment in a 360 degree field, tinged with the "signatures" of those who passed through or disturbed it. Shanthas are natural masters of the ability to weave orbs and bolts out of the Isho. These "dyshas" as they are called, can also be learned by muadra (and some other races, to a lesser degree).

There are seven basic types of Isho on Jorune, each with its own distinct properties. The Isho types are each named after one of Jorune's seven moons: Shal, Ebba, Du, Gobey, Desti, Launtra, Tra. The Isho types are also referred to by the color of the moon that they represent.

The planet is rich in crystalline deposits, and the seven types of Isho-rich crystals glow through the ground in some spots. The presence of Isho can also create "warps," which act as portals between different areas on the planet.

## CRYSTALS

The planet Jorune is composed of stratified crystal layers. Geologic processes break these layers down into small, stable plates that can hold significant amounts of Isho. There are seven basic types of crystal. The color of each crystal reveals the Isho it holds within. Crystals are coveted because they can be used to improve a person's Isho abilities, they each have a special use, they are components of shanthic technology, and because they can provide Isho upon demand. Some crystals are common, others are costly. Crystals are described in more detail in Chapter 3: Isho.

## CRYSTAL FIELDS

Crystal fields are common across all terrain types. Areas of such surface-exposed crystal evidence the result of millennia of pressure between sections of the planet's mantle pressing against each

other. These fields are often the warning signs of future volcanic activity or "Isho pumping." Volcanic activity on Jorune is similar to that on Earth, but Isho pumping is a process unique to Jorune. When Isho builds up in high concentrations beneath the planet's surface, it is dissipated through crystal fields, heating the exposed crystal into lava, and radiating the excess energy through the flows. Shanthas seek out such areas for the cleansing effects on the surrounding Isho that the flows facilitate. Volcanoes on Jorune are extreme examples of Isho pumping, but are caused by plate movement rather than Isho buildup.

Explorers can sometimes find usable crystals in these fields. Usually, the crystals are already drained, contain unstable Isho patterns, or are so large that they cannot be carried. Splitting a large crystal releases its energy all at once, creating a minor explosion and Isho shock wave. Only shanthas and shanthic tools can carve or cut large, charged crystals.

## WARPS

Every location on Jorune has a "partner location" to which it can become connected through a warp, allowing passage between the two sites. Permanent warps are rare, but temporary warps can occur randomly or be created with crystals or dyshas (orbs and bolts woven by shanthas). Random or spontaneous warps tend to open during "Isho storms" or violent volcanic activity. Warps appear wherever there is a high concentration of the special Tra-Isho (associated with the white moon of Jorune, "Tra"). Physically, warps look like a window into another place. They average four yards high and two and a half yards across. Walking around a warp gives a person a 360 degree view of the warp's other side. Sound travels both ways through warps.

Stepping through a warp requires no special effort, unless the warp is highly unstable. Warps are sensitive to high concentrations of matter, and will bend away from slow moving objects. People usually jump through them so that the warp doesn't have time to move out of the way. Warps usually appear right at ground level. They cannot be created to join greatly dissimilar regions, like the top of a mountain and the bottom of a sea, or two areas where the Isho in the two environments vary greatly.

The more stable a warp, the clearer the image through it. Stability requires similar weather and Isho on both sides of the warp, and a power source. Unstable warps are somewhat distorted, and their edges crackle with surging Isho.

The duration of a warp depends on its energy source, its natural stability, differences between the two locations in Isho, weather, and interference from other parties. People can learn skills to try to close down warps through which nasties are coming from the other side — this is called "warp slamming."

If undisturbed, the average warp opened by means of a white crystal will close in about 20 seconds. Naturally occurring warps (those spontaneous in nature) last no more than an hour, but will re-open again in cycle. Shanthas understand this process. Permanent warps usually depend upon underground crystal rods for stability and energy. Over the ages, shanthas have placed these rods beneath warp sites to moderate the underground flow of Isho. Sometimes the rods break, making what was once a permanent warp flaky or periodic. There are a small number of naturally occurring permanent warps, some of which have remained stable without assistance for thousands of years.

Two warps created nearby each other lead to similar locations in areas where the warp-mappings are said to be "flat." In places where that is not true, two warps created side by side may lead to two very different places. Shanthas understand this complex mapping intuitively, while another race, the "thriddle" have mastered the mathematical complexities of much of it. Actual paper maps of the warp connects are highly sought after, for they hold the key to rapid travel on a world where humans are relegated to riding beasts, ships and foot.

### Dark Warps

No view is possible through a "dark warp," which also radiates a powerful pull on everything nearby. They are very rare, and are usually short lived. The strength of the pull is always greater on one side than the other, and drops off quickly with distance from the warp. People, animals and debris are often flung through dark warps. Dark warps are usually unstable, and signify the boundary between two warp areas.

### Ocean Warps

There are a few spots located across Jorune's oceans where warps can open. Some of these ocean warps remain open all the time, others, only at certain times of the year or during Isho Storms. The size of the opening is usually small, just a little larger than an ordinary warp, but a few ocean warps are large enough to sail ships through. There is one such warp within the Waters of Vosule off the coast of Voligire that transports Ramian ships to a partner location south of Sillipus.

## ISHO STORMS

Jorune's weather includes all of the Terran classics: rain, snow, sleet, hail, and thunder and lightning. In addition, there are also "Isho Storms," which occur when Isho concentrations build in an area to unstable levels. They are common in parts of Jorune with "steep" warp mappings. This includes an area called the Glounda Forest, which is located North-West of the human's capital city of Ardoth. When Isho storms strike, they illuminate the sky with a firedance brighter and more colorful than the Aurora Borealis of Earth. The strongest storms surge during the colder months of Crith, and during times of changing underground lava flows.

Isho sensitive creatures experience a surge in Isho during Isho storms, raising them to double or triple their natural absorption. This can result in discomfort or pain for muadra and other Isho sensitive creatures. If the storm is too strong, it can even result in a creature losing all of his or her Isho in one massive blast that can cause serious injury or death. Particularly sensitive humans can be affected as well. Constructive bleeding off of the Isho influx is the only way to remain comfortable through Isho storms.

## SkyRealms

SkyRealms are land masses, often expansive, that have ripped free from the planet's surface, suspended in air by crystalline repulsion. The force of underground Isho currents exerting a constant push against the underside of a land mass with dissimilar crystalline properties takes tens of thousands of years to create enough pressure to cause the "SkyRealm" to break away. Some SkyRealms remain in place, suspended up to a few thousand feet above the ground, while others cast moving shadows over the landscape as they follow the underground Isho currents. These floating land masses range in size from a thousand yards in diameter toward the lower limit, up to SkyRealms that span 8 to 10 miles across. The average SkyRealm is about two miles wide.

Many unexplored SkyRealms linger above the surface of Jorune, their shadowy footprints on the ground below. Low-lying, immobile SkyRealms darken the landscape, and the land lies barren below them. SkyRealms float at an average height of a few hundred feet, although they can drag against — or even strike — the ground below them under the right Isho conditions. Rarely does a SkyRealm's altitude exceed one mile.

In ancient times, Shanthic cities were often built in the underground chasms created by the slow cleaving of a soon-to-be

skyrealm and the ground below. Because this process occurred so slowly and predictably, Shanthas could take advantage of massive underground chambers in which to live.

Here are brief descriptions of a few Skyrealms.

**The Helmer Skyrealm**

This Skyrealm roves across the Doben-al. It is only one mile across, but is infested with croid. It is a mystery how they came to be on this Skyrealm. Ardothians friendly with the Dharsage have located it and are trying to remove the croid. This Skyrealm sweeps around the Doben-al about once every three years. If it were a little faster it could serve as a means of transportation.

**Daas Ekkren**

This stationary Skyrealm is located just south of the boccord realm of Ros Crendor. It is defended by the boccord but is not inhabited. It's site is adjacent to the Hit'tike Mountains, resting location of famed lamorri ruins. Daas ekkren is two miles across.

**Thutubin, "The Weary Vaulter"**

This Skyrealm's edge is very ragged and dangerous. It is located just north of the Thodic mountains in Thantier. It sways violently back and forth. Visitors are quick to grow ill. It is controlled by Thantierian nationalists operating just out of their home realm. The bottom of this skyrealm is rich in crystals while its top surface is littered with veins of gold and silver.

# REALMS OF JORUNE

## HERIDOTH

Heridoth, a once great human realm, has now fallen from power and prestige into a nation of warring city-states and factional powers. While weakly allied to Burdoth after a brief period as a province, they take little interest in Dharsage imperialism. The last two major wars have ravaged through Hieridoth and left it shattered, Now petty warlords fight over the scraps remaining. Dowsen is a major player in these power games and a good place to find out who is fighting who in Heridoth this week. SkyRealms are said to float freely in the central mountain ranges of this realm.

## ANASAN

This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen, humans, muadra, and boccord. The realm is friendly to Burdoth, but is not involved politically with the Ardothian council. Anasan is large, but has a low population density. There is no central power here. Rule varies from one part of the land to another. Its military is taken from the population, and is not volunteer. All those who are in the land may be taken to serve at any time.

In Anasan's largest city, Rhodu, there are nearly equal numbers of humans and woffen. Rhodu is the focal point for trade between western realms like Temauntro and eastern realms like Lundere.

## EAST TRINNU JUNGLE LANDS

Located to the south of Burdoth, these jungles have been home to the insidious Cleash since 3464. Crystals and limilates can be found in abundance here. The Burdothian city of Miedrinth borders the north, while the realm of Anasan borders the south. These lands are dangerous and are not crossed without dire need. Only the "jers," (jungle-runners) can safely navigate the jungle's hazards.

## ICE FIELDS OF GILTHAW

This large, frozen wasteland is home to the "Cleash," an insect-like race of intelligent bipedal creatures that travel the world in their K'crikss ships: large, narrow water going vessels with masts that soar twice the ship's length in their height. Cleash are feared and despised by most of the other cultures on Jorune for their relentless aggressions against the other races. The Cleash dominate and enslave a related race, the Scarmis. The Cleash themselves are not well suited to the frozen wastelands in which they live, and for millennia, scholars have searched for clues that explain their existence so far north.

## VOLIGIRE

A hot, volcanically active land mass seething with black bogs, swamps, and dead lakes. A race of slender bipeds called "ramian" live in Voligire. Although not as despised as the cleash, their warring passions have brought them in conflict with most of the other realms of Jorune. Their last major war was in 3472, only nineteen years ago. They savagely attacked Burdoth's north coast and destroyed the entire Lelligirian Navy and 3600 seamen in the process. Ramian scour the globe in search of "shirm-eh," an herb that they require in order to heal from injury. They attempt to trade the coveted daij meat with humans for shirm-eh. Only the isholess ramian can safely fish for these dangerous enervores. Ships manned by humans run the peril of being sunk by daij, fishing for these Jorune sea-devils. Daij is used in human realms to sense illegal energy use.

The Ramian's capital city of Vinteer is located on the realm's westerly coast. There is nothing human about this Ramian metropolis. Tall spire-like fortifications pierce the skyline, and water rushes uncontained over stone-lined streets. Burdothian culture has always held that Vinteer was a city of great secrets, but few humans have seen the insides of the mysterious ramian capital.

## LUNDERE

This realm is the home of woffen. The capital of Yobreh is one of Jorune's best natural ports. The Bay of Yobreh is home to the many Salu who build and maintain the Lunderian fleet. Two wings of the woffen peoples were separated thousands of years ago, when the warp between Anasan and Yobreh lost stability. This made naval exploration a major focus in their culture. Woffen sailors are still called "searchers" in their language even though they have long since reunited with their lost Anasanian cousins.

The lands of Lundere are more mountainous toward the East and are at points virtually impassible. Most of the woffen population centers around Yobreh and the flat lands called the "Shuul." The southern-most areas are desert-like, and the ground is cracked and brittle. Lundere is also home to the ancient shanthic land. Many shanthas still in habit the nearly impassible eastern regions of the realm. Woffen think it wise not to disturb the shanthas and the two races have no history of conflict.

## DOBRE

Dobre is Burdoth's neighbor across the sea. Dobre is populated by the Bronth, genetically engineered creations of Iscin, the Bio-tec scientist. The bronth have several large cities, but populate their realm more sparsely than humans do Burdoth. Except for a civil war many hundreds of years ago, the Bronth live at a relative state of peace. They are always wary of the Ramian however. Countless Ramian invasions have rocked the coast of Dobre, prompting the Bronth to war out their famous fighting ships, the loo-raums. The Dobren military base of Crendor maintains most of the realm's military vessels and is in a constant state of readiness. Several Dobren cities are of note:

Tlon is the capital of Dobre and is the realm's oldest city. Trade with Sychill is brought through Udah and then sent across the channel. The bronth of Tlon are friendly and hospitable; many families here have tarros as pets. The way that strangers react to a pet is considered a good test of character. Wooden buildings form a large circular city. Udah is the most important trading partner of

the Burdothian city of Sychill and is the friendliest of the Dobren cities, and its streets are sometimes filled with more humans, muadra, boccord, and woffen than bronth.

### DOBEN-AL

West of Burdoth is the Doben-al, a vast wasteland filled with tribespeople, travelers, marauders and wanderers. To the south are the East-Trinnu-Jungle-Lands, a dangerous area separating Burdoth and the more southern realm of Anasan. The East Trinnus, as they are called, have been infested with Cleash for the past 30 years. Burdoth has stepped up patrols in the area in anticipation of attack.

### JASP

This human realm is located far to the north of Temauntro, in lands covered with snow and ice. Raw crystals are plentiful in Jasp. The humans here have learned how to harness crystals to build schooners that can fly like Skyrealms over underground crystal flows. They travel the planet with their crystals schooners, offering a unique form of transportation to those who can afford the stiff price. A standard fare would be to Sydra. The trip would take two weeks and would cost 4 gems.

Jasp's capital, Aylon, is described as the most beautiful on Jorune. The Jaspians are a pleasant people, but there is little diversity in their culture. Historically, this is a realm of all pure-strain humans. Cultured, but stagnant, these people seeks no further ambitions than maintaining neutrality. Jaspians do have great respect for the Drenn and Kesht of Ardoth. Although their military power is significant, they prefer to stay out of the affairs of other races, maintaining a neutrality. They trade heavily with Temauntro's northern cygra population, and have even been known to deal with ramian and cleash.

### DELSHA

This island is home to many of Jorune's larger and more predators. Hunting expeditions travel to Delsha hoping to take home a mandare or corondon. Sometimes the intrepid gamesters get more than they bargained for. There is a thriving bio-tec population on Delsha. The island is overrun with incupods.

### TEMAUNTRO

This territory of the crugar is home to hundreds of crugar clans and thousands of tiny villages. The lands here are harsh. The most common terrains are grassland and mountains. Temauntro is separated from the Doben-al by the Doughtrow Mountain Range. Crugar travel to North and South Khodre to sell crystals and limilates that are in abundance in their realm. The arrigish limilate grows wild here and is carried by the average crugar. The land of Temauntro has seen many wars over the millennia. Clan turf-battles are never ending.

### SILLIPUS

This south seas island is inhabited by low life of every race. Ramian abound on Sillipus. Renegade humans sell black market Earth-Tec. Even cleash are present from time to time. There is an ocean warp south of the island that connects to the Waters of Vosule off of the Voligirian coast. The warp is large enough for medium sized ships to pass through. Ramian use this warp all through the year, except in the months of Crith. Each Crith the warp falls for a few months.

### SHARDEN

The tologra realm of Sharden is located far to the east of the Voligirian continent. Its terrain is rocky. There are many high plateaus with lakes. The tologra are territorial and will stop those intruding into their realm. There are only a few cities in Sharden. Most of the tologra live in the wild in small groups.

### ISLANDS IN THE BURDOTH/HERIDOTH/DOBRE MAP

#### Ehvans

Originally a colony from Dowsen, this island is populated with bronth, woffen, thriddle, Essejeans, and hosts a SkyRealm. The hills of the port cove are littered with dwellings of all types. Native corastin inhabit a small patch of land on the island's northern tip. Beyond Doo'sah and D'Loo, this is Sychill Sea's most frequented port. The rich of Dowsen visit Ehvans regularly to enjoy the cooler climes and the company of exotic visitors. The thriddle population on the island numbers in the hundreds. These creatures were brought to Ehvans near the end of the Energy Weapons War as advisers and clerical assistants to Klein Ko-Trid. Klein still lives on the island, along with his assistants. He has had only limited dealings with Ardoth since the signing of the Accord. The SkyRealm floats above the island's northern, rocky, and unusable terrain. Talmaron are the most common means of ascending. There is a small city aboard the SkyRealm, inhabited by the island's wealthiest.

#### Sood

This tiny, miserable piece of land suffers from infestations of all varieties. Ancient bronth lore tells of exiles that were sentenced to Sood, to suffer among the beagre, scragger, lirgin, dreglamon, farg, giggit and scrade. The Dobrens avoid this island.

#### Coomis

Coomis is located just off-shore of where the Hoodo River's meets the sea, near the bronth city of Herbis. Bronth have lived on this island for centuries and now speak a dialect that is hard even for other Boru speakers to understand. The Dobrens interact little with the bronth of Coomis; their cultures have drifted apart over time and they now have little in common. Though their legends and religion involve Iscin, the bronth of this island have never seen a crugar, and imagine Choundra as an enormous beast, overwhelming Iscin and cutting out his throat. Should one of these islanders ever encounter a crugar, their predisposition against these creatures would necessitate prompt, brutal action.

## THE REALM OF BURDOTH

#### Refer to Maps at the back of the book

There are many realms of humans on Jorune: Thantier, Jasp, Anasan, Heridoth, but none so powerful, or so central to the affairs of all humans, as is Burdoth. That Burdoth may be considered a realm, not just a collection of independent cities is due largely to the treaty of Klein-Khodre, and to the unexpected influence of the council that grew out of that treaty. Once the target of numerous invaders, the combined military might of the armies of Burdoth could now fend off any conceivable outside threat. Commanding these forces, and equipping them with the unrivaled power of the ancient Earth technology, is Prince Khodre Dhardrenn of Ardoth. Khodre Dhardrenn is the most influential and powerful man in the realm. His father, Khodre Allonkarb nearly succeeded in making a personal empire of all of Burdoth and Heridoth, but the son's aspirations are more subtle. Rather than attempting direct rule, Khodre seeks to maximize the combined power of Burdoth, while maintaining his position of influence and preeminence. His dream is that one day human civilization may span the globe, forming a civilization to rival that of ancient Earth.

### BURDOTH'S BEGINNINGS

The lands of Burdoth were chosen by the Earth Colony as the primary site for settlement on the planet. With few dangerous predators and Earth-like weather and terrain, it has naturally fostered human settlements throughout the millennia. Since the

human/shanthic war, humans have had to survive without the technology that brought them to the stars. That meant hunting, gathering, and eventually, agriculture. Most of the native food on Jorune is difficult for Terrans to digest and lacks significant concentrations of certain proteins necessary for good health. Much of the agricultural land in Burdoth is dedicated to growing a crop that rises above these drawbacks, the durlig plant created by Iscin, the Bio-Tec engineer of the original colony. Most of the Burdothian economy is based on agriculture, and, of the provinces, Gauss Valley is the largest exporter.

Over time, the humans built their populations steadily, bringing the realm's total count to more than a million. The capital city of Ardoth alone holds several hundred thousand. Travel between provinces is mainly by thombo, though coastal cities are more easily reached by sea. The boundaries of the realm are geographically simple. Burdoth's north is bordered by the Assydre Sea, west by the Doben-al, south by the East Trinnu Jungle Lands, and east by Sychill Bay and the realm's border with Heridoth.

Humans have lived in Burdoth for thousands of years and have built up a powerful civilization centered in the city of Ardoth, the realm's capital. Though considered a realm for a long time, it wasn't until 3445 before all of Burdoth was under the control of a single power. Prince Khodre's drive west ran the crugar invaders out of Burdoth and left him as Burdoth's Dharsage ruler. His son's control extends into all four of the Burdothian provinces, but the Ardothian Council limits his power. Khodre's military is broken down into five armies, each under the leadership of a general. Each province is largely self-governing and should be kept so in the eyes of the council.

### Provinces of Burdoth

Each province is under the authority of a sage, appointed by Khodre. Each appointment must be approved by the chells of the region. This a formality to appease the council; Khodre's appointments are seldom challenged. Under the Sage are several Lystra county rulers. A city's chell wields power locally. The chell of a city is its chief administrator. Defense of the city is under the supervision of the chell, as are city yords and local laws. Though he serves council with kim leaders, it is his word that usually counts.

Due to the Accord of Klein-Khodre, the dharsage shares power with the Ardothian Council, an agency created at the end of the Energy Weapons War. Its purpose is to allow various realms and provinces representation in political decision making. Council representatives include ambassadors from Tan-Iricid, Dobre, Lundere, Heridoth, North and South Khodre, Lusail, the Sobayid, Gauss Valley, and occasionally Temauntro. Khodre himself is the council's last member, though he sends proxy to act in his behalf when he is engaged elsewhere. The council's headquarters are in the Cryshell Citadel located in Ardoth.

## THE ARDIS PROVINCE

Ardis is broken down into: The east coast, the Essanja, Sychill, North Glounda, Glounda and South-Glounda. Each of these areas has distinctly different terrain and climate, from the bitter Crith winds of the Sychill Lairds to the humid flatlands of South Glounda. Cities in Ardis follow:

### Ardoth

One of the oldest human cities on Jorune, Ardoth is also the largest, the most powerful, and the most universally admired. See the Ardoth Essay below for more details.

### Monerey

This is a charming community of 16,000 humans, muadra and boccord who live on the ocean's edge surrounded by the beauty of forests, fields, and miles upon miles of sandy coastline. Many of Ardoth's kesht journey to Monerey seasonally where they own property. Drenn and Kesht are time-honored traditions here, more so than most other cities in Ardis. Monerey has a higher percentage of Drenn than even Ardoth. Dysha use is not permitted anywhere within the city. There are no kerning bays, and the daijic here don't make small talk. Much of the land in Monerey is owned by relatives of the dharsage. Muadra are seen as an unstable social factor to be avoided.

### Mar

Located on the coast of Sychill Bay on the western edge of the Essanja, Mar is a large, sprawling slum where thombos roam the streets, and beagre drag off small, unprotected children. People walk the streets of this city with staves, whomping beagre wherever they are found. This miserable infestation arose sadly enough because Ardothians stationed in Glounda late in the Energy Weapons War thought that it would be nice to bring the refugees of Polpedroth some pibber for pets. As they are eaten in Glounda, there was no harm in loading up a transport with hundreds of these cute creatures. However, the pibber in Mar multiplied rapidly and attracted beagre from the outskirts of town. The once clear city streets soon became a ruckus of beagre-pibber chases. By 3452, there were few pibber to be found, but beagre were everywhere. Conditions have not changed significantly. The shanty towns established for the Polpedrians were not very clean, and this has kept the beagre fed.

### Essanja

Located in a region known as "The Essanja," the city of Essanja is nestled against the Accaptas Mountain Range in the plains of Burdoth's eastern coast. The surrounding mountains cut this city off from the rest of the realm. The easiest entrance is by sea or by talmaron. The Essanja River leads from the city to the Sychill Sea, where the Port of Essanja lies. This area has long held a strong Dharsage presence, though the general populace does not know why. For whatever reason, the city of Essanja acts as the nearest trading post. Thousands of humans, muadra and boccord inhabit small farming villages in The Essanja's southwest edge, below an area rumored to be knee deep in Corastin. The land here is not especially fertile, the people make due with their stubby coditch husks, bitter birch-bulbs, shrivelled durlig roots, and wimpy simra-vintch leaves.

### Essejee

Ess'ejee is a port city located at the point where the river Essanja meets the Sychill Sea. The society is strongly maritime; fishing is their main staple. Many small ships of Essejee have ventured far from the Essanja on missions of exploration. They have established trade with Yobreh, Sillipus, cities in Lusail, and they have journeyed to Jasp every decade for centuries Essejean sailors are highly sought after and often paid double or triple the fees of the Sychillian sailors.

### Glounda City

Buried deep within the Glounda forest lies the city of Glounda. Nestled in a small valley along side Lake Elgry, the city was founded in 3337 by refugees of the northern coast of the realm. Though it took time to adjust to their new environment, the Gloundans quickly learned not to touch glispeen bark, to drive the tarro from their encampments, and not to eat the trevice fern leaves

(even if they do taste good). They erected a city in the wilderness that pierces Glounda's often thick canopy. It wasn't until the late 35th century that they would greet people of common ancestry again, and by that time they had changed beyond recognition.

After the Energy Weapons War, the Dharsage was able to establish friendly terms with the city's leaders. Troops from all over Burdoth travel to the city of Glounda for military training. The forest makes an excellent and secluded training ground. It also provides condrij (soldiers) from all over the realm with neutral soil with which to meet. Between two and four thousand troops are stationed in Glounda for training at any given time. A typical tour of duty is Glounda, Gauss, Ardis East Coast, Lusail, and the Essanja.

### The Glounda Forest

The Glounda Forest is a large, mainly uninhabited wilderness region that supports a variety of both Terran and Jorune life forms. Terrestrial creatures that can be found nowhere else on Jorune have found niches in the environment there. Deer, wolves, bats, and an occasional squirrels all live within Glounda's evergreen corridors. The forest's many glispeen trees have given way to redwoods, ferns, and pines that eclipse what was once a solemn composite of native forms. Every few miles the scenery changes dramatically, from Terran to Jorune, and back again. The Krayll Road which crosses through South-Glounda is wide and unpaved. Traveler updates are posted about every 8 miles which tell beginners how much further they have to travel and what native threats exist. Seasoned travelers carry weapons when using this road in preparation of scragger attack. North is a hilled, wet region of the Glounda forest and is the preferred habitat of a handful of small grey mandare that roam the tall pale grasses in perpetual search of food. Though an encampment of thivin live nearby, they avoid the routes taken by the mandares and instead search for the carcasses after a loud mandare-to-mandare battle, hoping to find bones with which to make musical instruments. The forest is so large that its terrain and climes vary from end to end. The north is damp and cool, but very flat; heavy rains soak the ground each Crith. To the east the forest becomes more dense, and in parts, impassable. Glounda's west is lightly forested, rocky, hilly and dry. The forest's center is lush, covered with low mountains, and perpetually warm. The southern tip of Glounda is hot and muggy. It is rocky and receives little rainfall.

#### Glounda's Lore

The forest's history is shrouded in legends of savagery and terror There are stories of barbarian humans, refugees of ancient wars who took to the forest, the strange, violent, Isho storms that frequent Glounda, and especially the stories of the huge, terrible form that has arisen from the forest's depths, destroying villages and causing violent, unnatural deaths.

## THE GAUSS VALLEY

The Gauss Valley is located in Burdoth's northwestern quadrant. The original home of Iscin (the Bio-Tec engineer), this valley was the spawning ground of blount, crugar, woffen, tologra and bronth. Centuries after the Human/Shanthic War, a young human, Peter Gauss, stumbled across Iscin's work, and discovered the purpose of Durlig on Jorune; until this time, durlig was considered inedible by most of the peoples of the valley. Gauss then knew that durlig was not only edible, but essential to human nutritional needs. A town grew out of the durlig fields that Gauss planted. The people no longer needed to be migratory; it was now possible to live a less strenuous life. Though pulling the durlig imposed a strain of its own, the people who ate it were healthier and stronger.

### Gauss

This is the largest and oldest city in the valley. A few miles west of the city's edge is the spot that legend marks as Iscin's lab. Woffen and bronth sometimes travel to this site to see their beginnings. Gauss is known for its tremendous durlig production. Though the heart of the city is small, surrounding farms extend for miles in all directions. The durlig grown in Gauss is combined with harvests from all through the valley and is shipped south to Ardoth and the Sobayid.

### Khaun Gauss

This city is another of the valley's major suppliers of durlig. Khaun Gauss has been sacked many times by crugar invaders from the valley's north and south, and also from crugar invasions over the Kuggin Mountains. Though burned to the ground several times, it has risen from the ashes each time.

### Cosahmi

This thriddle town has been the principle seat of coditch production for hundreds of years. It is not known how long Cosahmi has existed. All at once thriddle appeared in the Gauss Valley, and when the humans traveled back with them to see where they were from, they found a large city of thriddle just west of the Kuggin Mountains. The city is made of several compact areas of dense housing linked by long, narrow roads. Between each "delse" (as these sub-communities are called) are fields of coditch. Scores of delse make up a single thriddle city such as Cosahmi. Over the last decade or so, Cosahmi's attention has apparently turned away from agriculture, to a somewhat mysterious obsession. Though their coditch harvests are not small, or even shrinking, cross-breeding efforts seem to have abruptly stopped as the thriddle have taken up some more important task. Whatever this task may be, it occupies their time in earnest.

### Salam'arine

Salam'arine is an ocean-port that exports durlig and coditch to all of Burdoth's north. The people here are strongly aligned with the peoples of Phalmre and Delmre, providing them with food in exchange for cloth and wood. Many of the goods that Salam'arine takes in are transported back up river where they are sold in the valley proper.

## LUSAIL

This province includes all lands north of the Lusail river and east of the Liggit Mountains from the point where the river starts at the base of the Liggits.

### Lelligire

Lelligire is one of the realm's largest cities. Located on the cold waters of the Assydre sea, this city has been hit by numerous Ramian invasions over the centuries. The most recent attack was in 3472, when Lelligire engaged a large Ramian fleet sailing off her coast. Fabrics and designs from Lelligire are known throughout the realm and beyond. The clothing of dharsage is almost exclusively Lelligirian, and the seamstresses and tailors of the rich are often brought over from this northern city.

### Sydra

Sydra neighbors a large stone monument, or pyramid, that the people refer to as the Thooh'sa. It has no entrance nor engravings on its surface. It serves mainly as an oddity, a place by which the Sydrans relax in the warm air of Mullin. A few rich Ardothian families bring a little extra money into the area each Mullin when they visit. It is the Thooh'sa, Scolian Rusper, and miles of pearly white sand beaches that draw families here from such a distance.

The Thooh'sa's origins are unknown. Though close to Lelligire, the Sydrans and the Lelligirians treat each other with hostility. The original rage of the Sydrans was due to the discovery at the end of the ramian war of 3113 that the Lelligirians had dismantled the remains of Sydra for their own rebuilding before the Sydrans could return home. Soon after, the Lelligirians, were accosted by Sydrans wherever they traveled, stoned and insulted at every meeting. This hostility still exists.

### Cushindell Marshes

This large marshland provides the means of survival for two human settlements, Phalmre and Delmre. The marsh supports a variety of Terran life, but is dominated by native life forms. The enormous insect population has supplanted animal life in parts of the marsh. Included on the long list of insects are tootles (a form of edible worm that is grilled), granthix (bulbous, small-legged beetles), pungers (climbing insects with a nasty bite), and coghtodds (big, mean, round, flat, slow-moving, pincher-bugs that nip flesh)

### Phalmre and Delmare of Cushindell

Small towns on the edge of the Marshes which deal in Byrnk hardwork and other exotic items.

## The Sobayid

The first people of the Sobayid were part of the original South-Valley Research Facility. Forced south by shanthas after the war, they settled in the low valleys of the Sobayid. Some traveled further southeast, to Miedrinth and beyond.

### Sobay

Sobay is the oldest city in the Sobayid and also the one most vulnerable to crugar raids from the Doben-al and Temauntro. The city walls show the signs of thousands of years of siege and repair. Patrols from Sobay venture out as far as the Doben-al, looking for any signs of movement on the horizon. The Burdothan army of the Sobayid is garrisoned in Sobay.

### Cavris

Cavris, a small agricultural town lies south of Laindis. It Borders both the East Trinnu Jungle Lands and the Doben-al, sharing both the resources and dangers of these plains. The Cavrans specialize in different Earth grains and flowers, but their real wealth comes from the sale of crystals. There are no sources of crystals nearby, so bands of miners travel west to the Doben-al in the sweltering heat of Mullin, collecting the dry, powerless crystals found there. They are then brought south to the East Trinnus, where they are buried in a secret location for upward of a generation. When eventually dug up, they are brimming with Isho and carry a high value. Though the crystals take a great deal of time to recharge into maturity, this has been an ongoing practice for generations. Fearing the accidental disclosure of their buried crystal resources in the jungle, the Cavrans sell most of their crystals in Miedrinth, posing as crystal diggers of the jungle.

### Miedrinth

This large southern city is a bastion of Ardothian culture in both her loyalty to the Drennship system and her political support of the Dharsage. Bordering the East Trinnu Jungle Lands, Miedrinth has occasional problems with cleash and other nasty creatures of the wilds. The city is large enough to provide most of the specialization found in Ardoth, though Miedrinth is richer in crystals, limilates, black-market Earth-Tec, and bochigon. What is lacking are talmarons (they are not native to this region), wines of suitable quality, fine clothing, and challisks. The Miedrinthian Hall of Drenn proudly display of challisks. They honor their Drenn and make city leaders of their Kesht.

Thousands of beasters, crystal and limilate seekers, and jungle-yords make their living off of this southern wilderness. The rest of the population is engaged in urban activities and treat the "jers" (jungle-runners) with a high level of respect. The jers are a rough, highly motivated bunch. They are used to looking out for each other in the depths of the East Trinnus — no Miedrinthian jer would ever refuse to help an injured stranger, nor walk away from a person in danger. The sense of community amongst the jers has grown since the cleash threat began a generation ago.

### Baysis

This is a small community of jers who make their living off of the Trinnus. Included in this population are a few thousand muadra. All the adults are dysha literate, and many are seasoned with their skills. This is the city where the Maustin Caji trained during the Energy Weapons War, and retired at the war's end.

### Coise

This city was originally a trading post and a military base for Ardoth. The road to Heridoth starts here. Called the "Eshellu," this lonely road is traveled mainly by military patrols of Heridoth and independent transports. Coise has very few contacts with Heridothians. The overland journey to the nearest Heridothian city is long and strenuous.

## THE CITY OF ARDOTH

### A BRIEF HISTORY

After the Human/Shanthic war, humans lived like scavengers, traveling in bands from camp to camp. Those who remained in one place faced the opening of shanthic warps and the destruction they wrought. They finally discovered a place where neither warps nor shanthas were ever seen. This place became a bastion for human life, a safe haven. "Ardoth," it was called.

Life was hard for the early Ardothians. The city was built on a bay, and the tides were extreme, sending waves crashing into the shore, sweeping away buildings and their foundations. The winds were strong enough to rip the roofs off of homes, and the Isho storms caused much discomfort. A sea wall was begun that would take many hundreds of years to complete, but would offer protection from the tides. It was in these early years of Ardoth that terms like "Drenn" and "Kesht" and "Dharsage" came into use. These social institutions led to the formal Drenn system used today and the formation of the Dharsage

Records of much of the second millennium do not exist, save to document the great plague that swept through all the known occupied lands and brought the growth of human settlements to a standstill during this age. The crugar threat from the far west caught up with Ardoth from time to time. Assaults came from Temauntro every few generations, sparked on by a new, charismatic leader.

The Crugar invasion of 3007 brought the city of Ardoth to the brink of destruction. The arrival of a Heridothian legion under the leadership of Learric Shandane drove out the crugar and made way for reconstruction (Day Shandane is the celebration of Ardoth's rescue). From Voligire came the Ramian Invasion of 3113, and it launched the entire realm of Burdoth into war. Ardoth eventually drove the ramian from the Sychill province and Lusail after decades of war, leaving Dharsage forces in control until Lusail's population overthrew Ardoth's overbearing military presence.

Another crugar assault on Burdoth was launched in 3437. The crugar first destroyed cities in the Gauss Valley, and then ventured east to Ardoth. Again the city was under siege, and again on its knees. The discovery of Earth-Tec weapons, found in an underground cache, made possible the defeat of the crugar. With ready supplies of energy weapons, Khodre Allonkarb (the current Dharsage ruler) drove the crugar across the Doben-al, back to Temauntro. Upon return to Ardoth, Prince Khodre stepped up his involvement in a war in Heridoth. This attempt at power brought Burdoth into what is now referred to as the Energy Weapons War, which eventually stalemated in the valleys of Heridoth. By the war's end, Ardoth had become Jorune's most powerful city. Terms for ending the war were negotiated between Khodre Allonkarb, Harboh (the Bronth general), and the thriddle Klein Ko-Trid on the island of Curili. Under the provisions of the "Klein-Khodre Accord," the dharsage was required to give up claim to Heridoth, the Doben-al, and most of what was then claimed as Burdoth.

# A TOUR OF THE CITY

### Refer to Maps at Back of Book

With a population of four to five hundred thousand ( the exact figure is varies radically depending on the season), Ardoth is the largest city on Jorune, bar none. It is also the capital of Burdoth, the largest humans nation, home of the Dharsage Palace, and a center for technology on the planet. The population is 70% human, 15% muadra, 10% boccord, and a 5% mix of other races. As the seat of the Dharsage government, Ardoth houses much of the bureaucracy and handles cletch (tax) and polcy work for most of the neighboring provinces. As a coastal city, some of it's primary exports include seafood, and sailing ships, but commerce is a focus for Ardoth and most revenue is generated from the traffic of goods and services that pass through the city as center of transport and culture.

The city is broken down into various districts and neighborhoods. Most non-humans (thriddle, woffen, bronth, thivin) live in a region near the citadel called the "Shen." Most klade neighborhoods are set up with areas for living and working in a communal arrangement. Patrols are stationed atop the large wall that encompasses the city. Close to the coast are the citadel walls that form the division between the city proper and the Cryshell Citadel. The two most traversed streets in town are Cryshell and Sage, which meet in the center of Ardoth outside the citadel. This is the busiest corner in town. Food, querrid booths, yords and musicians fill the streets here.

## CRYSHELL CITADEL

Ardoth's citadel, Cryshell, is home to the Dharsage Palace and the garrison of the Dharsage Elite Forces, the Red Capes. Also in the citadel is the Hall of Drenn, a large financial district, Kesht housing, the Council Contingent's facilities, and, of course, the Ardothian Bazaar The walls of this citadel were the city's original walls; over the centuries, outer fortifications have been added, giving the external population some safety from hostile forces. Gateway is the main entrance to the citadel.

In the North Cryshell portion of the citadel are the Halls of Splendor (which contains the Hall of Drenn), the Treegs Museum, the Museum of the Past, Botanical Gardens, Ardoth's Zoo, the Chell's home, and the Dharsage Palace. The financial district of the citadel, Dharsis, contains numerous banks, yordeh services (lawyers), and is home to many of the city's better known clubs and organizations.

### The Ardothian Bazaar

The Claysis, or Ardothian Bazaar, is a colorful blaze of activity from sun up to sun down. The smells of food, the good natured rhythms of bartering, and the throngs of shoppers bring the bazaar to life. Besides the normal commerce, the Bazaar is also thick with black-market activity and contraband goods. The yords run thick through the claysis and often ask people their business. Here is a smattering of what can be found:

Jewelry from Anasan, clothes from Lelligire, fine tools from Jasp, the best toys from Tan-Iricid, woffen whosins, imported tenter shines from Glounda and Jasp, clettips (small plucked-string instrument, also called "clets") from Anasan, are among the many instruments sold in the Bazaar.

Books on rare topics are shipped to Ardoth's Bazaar from foreign lands. Thombos, bochigon, or pets are also sold at the here from across the wilds of the planet. And as always: pass-the-hat juggling, music, heckling, dancing, story telling, animal tricksters, and stage performances add to the atmosphere of the Bazaar. Every type of food in Ardoth can be found in some form at the Bazaar. Just pass the yules.

## THE OLD CITY DISTRICT

The Nemain neighborhood is located just outside the Bazaar Numerous artisans and Bazaar workers live in Nemain. Nemain residents have to put up with the heavy odor of the Bazaar butcher shops and the heavy Bazaar foot traffic. Sobrinth shelters some of the best Kesht housing, the main Shen buildings, and Coprell Shin Fadri, Ardoth's Ancient School of Learning. This district is broken into three districts: Sobrin, a neighborhood with fair to good housing, Hailer, a neighborhood of expensive homes, and Danes, a neighborhood of rich Drenn and Kesht.

The Manser District occupies some of Ardoth's richest and poorest land. Along Cryshell Street, between the citadel entrance and Ald, is the Manser Strip, a rich merchant district. Behind the strip and down a steep incline lies Lower Manser, an abysmal gorge in which is nestled another Ardoth, one that has not been settled by Drenn for centuries. The shanthas call this place Mah Ashalta-Ca, which translates as "The Heart of the Darkness." It is a place where shanthas are supposedly unable to see. To own a "clep", or store, on the Manser Strip is a dream shared by many Ardothian merchants.

Ald lies south of the Manser Strip. This is a neighborhood of fine incleps, restaurants, banking services, and querrid booths. The financial center of Ald is called "Ambiss", a large circular courtyard surrounded by banks and brokerages. The streets to Ambiss are decoratively paved; thombos are prohibited from trampling these beautifully designed walkways.

The Lelsh district encompasses the neighborhoods of Ellelsh, Anamber, and Kinster. The small, northern neighborhood of Anamber offers the most beautiful and expensive housing outside of the citadel. To the southwest lies Ellelsh, another posh neighborhood bordering the citadel walls. Kinster occupies the remainder of the district. Although considered a nice place to live, it is strictly middle-class. Located on a lower elevation than the rolling hills of the Lelsh neighborhoods, T'Haynian is a rather flat district of marginal beauty. The T'Haynian neighborhood is commonly called "Thaynes." Only lower class citadel workers live here .

## THE SHANDANE DISTRICT

Westgate stretches south from Sage Street to the Stocks and west of Halting Street along the west wall of Ardoth. Neighborhoods are all residential, except around the North Gate and the Westgate entrances to the city. Thousands of Ardoth's residents live here. Tourist cleps line the streets of Sage and West Gate (also called

Cryshell Street). The heavy clep and inclep neighborhood of Lola is separated from the residential Sharben neighborhood. In Lola, kiosks of all varieties appear on approach to the intersection of Cryshell and Sage. The murmur of thivin voices and the heavy scent of cooking oils are characteristic of the servers and their wares. Sharben is quieter. It sees little foot traffic, as those traveling to Lola are more likely to come from the Cryshell/Sage area.

### Arkin

The Arkin district encompasses a number of diverse Ardothian neighborhoods under the jurisdiction of a single kim. Most Ardothians associate the Arkin district with the densely packed kiosks of the Persis neighborhood. Starting a little before noon each day, hungry people flood the intersection of Cryshell and Sage, forming lines in front of Thodies Bryitt Palace, Hombtree's merbian steaks, and other food vendors.

The Wolton Neighborhood is known for its variety of incleps for travelers to stay in. Also located here is the Danstead Society Headquarters for world travelers. Laprendell is a residential neighborhood that bends along Cryshell Street. There are several bronth in residence here, as well as a few woffen, and one corastin - all native Ardothians. The kerning bay in Laprendell is called "Howda" and is well maintained.

The Tocour neighborhood is the home of the well respected Atterol Iscin Klade. The grounds are immaculately maintained, giving the klade the overall appearance of a park. What the landscaping hides are the number halls of learning, the great libraries, and the lab facilities here. Founded almost one thousand years ago by Iscin from the Gauss Valley, the Atterol Iscin Klade is one of Ardoth's centers of higher learning. Would-be Iscin study long hours to prepare for the klade's entrance exam. Less than one hundred (of over two thousand or so) candidates are chosen each year for the training.

A note about Iscin: Iscin institutions are apolitical. Iscin rarely attempt Drennship; their loyalties are first to science.

### Es'Wother

It is in Es'Wother that the first Shen was built hundreds of years ago. It has since served as a consulate for Lundere, Dobre, Anasan, Tan-Iricid, and more recently, Temauntro, and Thantier. Under agreement with the city, creatures in the employ of the Dharsage or chell are permitted entrance only by invitation. The Shen is off limits to all but invited guests and residents. See our mini-campaign: **"At Home in Es'Wother"** for more details.

### T'Lane

East of Es'Wother is T'Lane, a district of three neighborhoods. Rappenat is a neighborhood of posh homes located along a slight embankment overlooking the Cryshell River. Outside of the citadel, these are some of the most expensive homes in Ardoth. Cryer is a neighborhood populated mainly by humans who work in the Bazaar. And the "Open Isho Area," formally known as Laysis. The "Open Isho Area" is so popular an attraction for muadra (Isho use is legal uninhibited here) that its name has grown to be synonymous with the entire area - much to the indignation of the residents of Cryer. The Open Isho Area of T'Lane was once a beautiful neighborhood, the same as Rappenat, but it fell to the crugar during the Energy Weapons War. In a bold move, Khodre Dhardrenn proclaimed the neighborhood an "Open Isho Area," and in so stating, retired his daijic from their Laysis patrols. Caji were free to do as they wished so long as they did not affect other neighborhoods. Other forms of criminal activity are still investigated.

## THE DISTRICT OF SIDERS

Portgate occupies a triangular section of Siders along the southeast side of the Cryshell River.

The most distinctive aspect of Portgate is the Commercial Pier and harbor itself. A mole of huge stones and concrete supported by arches stretches out 250 yards into the Sychill Sea and then turns south for 700 yards to form a safe port. Paved with expensive lissen slate for durability, the pier serves as a foundation for numerous warehouses and brokerage firms. Wooden and canvas buildings line the outer edge of the mole, and the sights, sounds, and smells from the harbor compete for attention.

The Southport section of Ardoth stretches from the seawall at Ardoth Bay down the city's exterior wall, all the way to Oiders. The mid-western portion of Southport (around Balis Avenue) consists mainly of offices for large brokerage Klades. The docks here are used by the Ardothian fishing fleet, and are usually teeming with Salu ready to inspect ships for kidikyle or hull damage. These Salu have guided fleets toward their richest fishing harvests. There are numerous dry-docks and mending berths in Southport.

The Fisherman's Quarters is an jumble of cleps, incleps, small brokerage houses, craft shops and homes. It has sprawled outside the city's walls since the time of the Energy Weapons War. A small (100 yard) pier was constructed as an independent dock for the fishermen and a basic seawall built as protection from the tides. The Fisherman's Quarters are not designated "Open Isho," yet few daijic ever patrol here. A small salu enclave exists just outside the southern levy, and salu often work with the fishermen and marsh runners.

### The Klade Bay

The Klade Bay is a collective of klades located together on a single plot of land that follows the south edge of the Cryshell River. The Dharsage and the chell institutions have historically had problems with the klades. Powerful klades are considered to pose a potential threat to Dharsage authority.

Roads cutting through the Klade Bay divide it into seven neighborhoods: The Bohod Klades, Klades of Hudson, Kipkle Klades, The Cassadons, Gauss Valley Associates, Lorgin Klades, and the Pesade Klades. For city purposes, each of these areas is considered a neighborhood and is represented by a kimmit. Together they form a single district of Ardoth represented by a kim. Each of these klade neighborhoods is named after its largest klade.

The Bohod Klades are a collection of klades primarily supporting Port Gate fisherman and merchant vessels. The Cassadons are a varied group of klades. The Gauss Valley Associates are klades whose members have come from the Gauss Valley, or who follow traditional trades. The Kipkle neighborhood is small, but its klades are well known. The quality and service of Kipkle klades are distinctive. Most are highly specialized. The Lorgin klades are viewed with contempt by many well-informed Ardothians. Their prices are high and their services are poor. The neighborhood is unkind to strangers. The Lermpha Klade of limilate fabricators is commonly thought to be responsible for the "Rot-Plague" of 3462. The Pesade Klades are a varied lot. They offer a variety of services and manufacture numerous consumer goods. They are often at odds with the Lorgin Klades.

### Oiders

Oiders is a large, sprawling district of three autonomous neighborhoods: Central Oiders, the Moether Klades, and DharWin. Although they all report to the chell under a single kim, their neighborhood kimmits wield the real power. Deep rifts have formed between DharWin and both Central Oiders and the Moether

Klades. Problems began after the Energy Weapons War when several rich families emigrated to Ardoth from what is now called South Khodre. The most powerful of which were the DharWins. Oiders residents began resenting them early on. Private yords patrol the streets around buildings and homes owned by the families from South Khodre. It is said that the residents of this neighborhood cannot be trusted; their trust has been bought. Central Oiders is a middle class neighborhood. The Moether Klades ia a set of klades organized under one name. A few of the them are: Jansa Passage Klade, Moether Rug and Silk Klade, and the Shamm Klade.

### Dryce

Dryce has been part of Ardoth ever since the south wall extension of 3200, but has never become a fashionable or desirable place to live. People grow up in Dryce, live in Dryce, work in Dryce, and occasionally cross the river to shop in Clavis or Arkin. People from the northern parts of Ardoth rarely have reason to go into Dryce. Small shops of leather goods, riding gear, and work clothes line Thombo street, and open up around this time. Most goods made in Dryce are barged up the canal to the Bazaar, or shipped out of the port, but serious outdoorsmen often go to Dryce to have their equipment custom-made.

### The Dich

The Dich is a thivin enclave located beyond the city's walls outside Dryce. It sprang rapidly into being during the thivin emergence into Ardoth in 3412. Compared to Ardoth, the inside of the Dich is another world. Small, flat dwellings built upon raised mounds of dirt cover the grounds. Occasional two and three story wood buildings with decorative roofs rise above the mounds. Craftmaking is common work in the Dich. Although known for their Gauthi rugs, thivin are considered expert weavers for all purposes, excellent jewelers, fine woodworkers, and the creators of most of the best musical instruments on Jorune. There is still a stigma attached to these creatures because of their unknown origin.

### The Stocks

The stocks are an area outside Ardoth's city walls that have existed for centuries. As the city's walls have expanded, the stocks have moved with them. Though the livestock can be brought into the city during time of war, its location outside the city makes daily grazing easier; it also helps the odor outside with the livestock. Butchers work in the stocks and in the Bazaar, the two main sources of fresh meat in the city. There are two main city gates that open into the Stocks: at the north end and is the most common path for foot traffic in and out of the Stocks and Thombo street at the canal. At the south end of the stocks is a secluded area perched at the end of an isthmus overlooking the South Fields. This area is called the "Sho-Ecta" and is the location of Ardoth's few shanthas. They live in small stone temples which they have carved themselves. Most are assumed to be Ca-Tra shanthas, worshipers of the moon Tra. They are apparently peaceful, and have even offered assistance in exchange for shanthic artifacts.

### THE SOUTHSIDE DISTRICT

The South Side wall and levy are not patrolled as heavily as are other of Ardoth's walls. Its primary function is to keep the salt-water marsh out and the city in while maintaining control over passage into and out of Ardoth. The levy is over 20 feet high and has an eight foot wide walkway along its top. Controlled flooding has been intentionally applied during times of crugar invasions, by redirecting the Cryshell river. As on all of Ardoth's walls, yords patrol the levy every hour or so. The energy-weapon equipped yords take their job seriously, but will occasionally grant a tourist a look around.

The walls enclosing Vintch and Durris were built shortly after the energy weapons war (3445). Extending the wall to enclose Vintch was a way to re-admit muadra into Ardoth without having to return all the original property taken from muadra during the expulsion of the Energy Weapons War. The Vintch neighborhood is more than half muadra, and muadra dominate the kim and kimmits. Most housing in Vintch is modest to poor, but not badly run down. There is little or no tension between the muadra and humans living here. Most humans in Vintch have a very liberal view of dysha use.

Vintch has lots of kerning bays, and the daijic their take a casual view of dysha use. Yords are rarely called in when daijic detect dyshas outside kerning bays. This leniency is taken to extremes in the Open Isho Area of western Vintch, an area where there are no daijic and dysha use is unrestricted. The Open Isho Area is a fairly risky place to live - not a family neighborhood. Violent dysha incidents are common in the zone, and there have been cases of caji duels-to-the-death.

Durris is home to many of the agricultural workers who labor in south fields. Although now fairly densely populated, the Durris neighborhood retains much of its rural flavor. There are very few buildings more than one story high.

## ARDOTHIAN AND BURDOTHIAN INSTITUTIONS

These are the primary Ardothian/Burdothian institutions that players need be concerned with. Here is a complete list of the various titles of rulers:

| | |
|---|---|
| Small Council | Kimit |
| City Council | Kim |
| City Mayor | Chell |
| County Leadership | Lystra |
| Province Leadership | Sage |
| Realm Rule | Dharsage |

### DHARSAGE

Ruler of the realm. Khodre Dhardrenn is the Dharsage of Burdoth. The dharsage rules as a king, but with limited powers. He controls the military force of the entire realm of Burdoth, but cannot risk unpopular action that might fragment his realm.

### ARDOTHIAN COUNCIL

An institution established in 3445 by the Klein-Khodre Accord. This body of 10 representatives from various realms and provinces keeps an eye on the dharsage. One member is present from each of Burdoth's four provinces: Ardis, Sobay, Gauss, and Lusail, and one from Dobre, Lundere, Tan-Iricid, North Khodre, and South Khodre. Khodre himself is the council's last member. Visiting ambassadors from Temauntro and Voligire sometimes attend.

### CHELL

The Chell is the mayor of a city. This title is used throughout Burdoth, and in the realms of Jasp and North and South Khodre. The current Chell of Ardoth is Rhan Trohan. He has served since 3465, when Marshill Cardis retired after almost 20 years of service. Historically, the Dharsage and Chell have worked side by side, the Dharsage managing defense of the city's extra-perimeter, and the Chell responsible for the defense and management of the city. The emergence of energy weapons altered this arrangement. Dharsage control of Earth-Tec has forced the chell to take a smaller role in the defense of Ardoth, and a greater interest in civic matters.

## KIMS

Kims and kimits are councils which make decisions for a community. Kims are the only power base characters will commonly find themselves dealing with. Only Drenn and Kesht may serve on Kims.

### Kerning Bays

There are dozens of kerning bays located within the city, sharply contrasting the situation of a mere decade or two before. Some were built immediately outside the Cryshell Citadel walls. This concession made it convenient for muadra to kern and then immediately enter the citadel as Isho users are not allowed into the citadel without kerning.

## LAW AND ORDER

The yordigs (laws) of the land are written and enforced by the Drenn and Kesht, and by the kims of which they are members. Guards and patrols who work for kims also enforce these laws. Suspects arrested for minor offenses are heard before their kimmit. Crimes of a more grievous nature are heard before the district kim. Still, the majority of serious cases are heard by yorlissen (judges) appointed by the chell and approved by the city kim. Appealed cases are reviewed by the Keshtica Yordica, Ardoth's "Supreme Court." You may have a yordeh(lawyer) help you. If found guilty of a crime, the punishment for Drenn might range from a simple warning to the stripping of Drennship. Drenn are rarely incarcerated for crimes, usually they are held if it is suspected that they *will* commit a crime.

Non-citizens are often punished with a night in the "herris" (jail). Diyorda are placed together in large holding pens. Security is maintained by yords stationed around the perimeter of the facility. Muadra are cuffed with crystalline shackles which inhibit their use of dyshas. Severe punishments range all the way to execution, but it is rarely enforced in Ardoth. Social disgrace and humiliation are usually enough to convince diyorda to refrain from repeating their crimes. Ardoth's ultimate punishment is permanent banishment from the Province of Ardis. Ardoth does not allow the open display of weapons in residential neighborhoods, except by residents. This is not a criminal offense, but the yords will escort weapon bearers out of the area. Dysha use is forbidden outside of the kerning bays. Ardoth's wall guards make a point to remember such troublemakers.

Patrolling the streets of Ardoth are the yords and daijic. The city's daijic detect and home-in on the use of dyshas (illegal within city limits). Prejudice from the late 40's and early 50's prevents muadra from becoming daijic here, though this is permitted in both Coise and Miedrinth. Daijic wander the streets of Ardoth and other major cities searching for illegal Isho use. The weaving of orbs or bolts outside of the kerning bays is strictly forbidden in Ardoth and most other Burdothian cities. Daijic can sense the use of Isho and track down its source. Their name comes from the daij fish, harvested off the south coast of Voligire. Eating the flesh of the daij gives the ingester incredible Tra-Sense, comparable to that of a shantha. However, in the past decade a conversion to crystal-daijic has been made. The daijic that now patrol the streets are not daij-eaters. They use specially sculpted crystals to lead them to criminals.

Khodre Dhardrenn changed over to crystal-daijic in 3470. Though less effective, crystal-given Tra-sense reduces Ardoth's dependence on the Voligirian fish. The Dharsage still quietly maintains a crew of "true" daijic for security near the Ardothian palace.

Yords are the enforcement arm sent forth to maintain the peace (relatively speaking) and bring yordig-violators in for judgment. They wear light leathers and are generally good spirited. The yords (city guards) work under the Chell, but take orders from the kims and kimmits. Yords are organized into 10-man squads similar to the military. Each squad has an officer, with the title of "calt," who oversees the groups' activities. His superior is the yord-house commander, or "yordin." Each yord-house will have 5-15 squads each. Each neighborhood may have up to three yord-houses depending upon its size and temperament. Exceptionally bright individuals may be given training to become "calprins" (investigators). These people are the detectives of the force and can move through their sections to gather evidence and build cases.

A note concerning Githerin: Githerin have a rightful place in Burdothian society, and their Klades perform services just like any other. Contract burglary, pick-pocketing and blackmail are sometimes allowed under the law. Assassination and physical assault are always crimes and people who commit such crimes will be prosecuted. However, if a githerin klade contracts to protect another klade from theft, it is answerable for any failure on its's part before a local kim. Some acts we consider crimes today have become accepted in the thriving metropolis of Ardoth.

## THE ARMY IN ARDOTH

There are three regular army units in Ardoth. The first is the Ardoth Garrison consisting of two legions: 1600 regulars, usually heavy infantry which rotates out every two years, and 1000 engineers. Second is the Citadel Guard, a unit of 1200 resident medium and heavy infantry, dedicated to the protection of the Citadel proper. A moderate sized harbor is maintained at the base of the fortress cliffs which sees steady traffic of ships and marines. At least four galleys with crews of 50 - 200 will be in this harbor at any given time. The main naval harbor is about 15 miles north of Ardoth near Monerey, but there is always a contingent of the fleet stationed off the coast of Ardoth. Lastly is the Ardoth Guard, whose numbers, methods and intentions are often hard to predict, and whose power should not be underestimated.

The troops wear gray and scarlet armor (Leather, grunder or thalierian) and their shields are in the angular style of the Khodre household. They are a highly effective force given their share of technology (rumored at 300 Earth-Tec weapons) and other excellent equipment. Soldiers found in the City Guard will be at least seasoned with chosen weapons skills and be experienced with practical Earth-Tec skills.

## THE ARDOTH GUARD

This is without doubt the most famous unit to bear Ardoth's name and is a separate entity, apart from the standard military structure. They are all proven veterans, but more important, have shown the ability to think on their feet and solve problems. They act as the dharsage's personal bodyguards and oversee his special projects, such as the tec-tons of Gauss, Mah Ashalta-Ca, and the Shendarri SkyRealm. While there are normally 1,000 troops in the legion, it is fleshed out by approximately 600 support personnel. This includes a contingent of iscin to help protect and maintain the large number of technological devices to which the legion has access. There is a special unit of 60 Caji who are all Copra (masters) in least three color groups. These Caji work with the Guard in matters of Isho and Sho-Caudal, and seem to be given a greater degree of trust than might be expected by the Dharsage. It is said that over 600 of Burdoth's energy weapons are used by this one legion. They are protective of their ancient wealth, but will not hesitate to use it as the need arises.

Most of the troopers wear the black and scarlet thailarian or grunder armor in combat, but this varies with individual tastes. The standard uniform is a black, high collar tunic with loose black breeches and an optional rust and black vest. Over all this is the famous scarlet cloak with black trim which gives them their simple nickname, "The Red Capes."

### MILITIA

Ardoth supports the organization and training of a large militia force to supplement the professional military. These auxiliary forces consists of about 29,000 divided into 8 "legions" of 3,600. Each legion is drawn from an area of neighborhoods within or around Ardoth. Four cohort commanders are coordinated by a Legion Commander (Colmon). Militia units are typically used as support infantry in the field or as the primary soldiers at the walls during a siege. Not as disciplined or skilled as professional soldiers, they are not expected to carry the battle, but are there to provide the mass of fighting strength needed to exploit gains or situations created by the core army.

## SELECTED TOPICS ON ARDOTH FOR THE SHOLARI

## DRENN/TAUTHER SYSTEM

Formal citizens of the realm of Burdoth are "Drenn." Those attempting their Drenn are "tauther." The process of attaining drennship is called "tothus." Only formal citizens may serve on kims, have access to Earth-Tec devices, hold land, and vote in civic elections. Only Drenn receive full representation under the law. Those who are not Drenn must deal with the local Kims for justice. Toth are regular inhabitants of the realm.

### A note on the Tauther/Drenn process:

The whole Tauther/Drenn system is strictly voluntary for the players. Some will see it as a simple gambit and will wander off to squash bugs. Others will see it as a means to an end: energy weapons. Hopefully, you can keep their interests and they'll see it as a connection to a larger whole. If they go along with it, you can create truly unique gaming situations.

Don't force your them into situations that you know they can't stomach, like a gaming session dedicated to working on the sea wall. On the other hand, such a boring sounding session could be more exciting than a bug-hunt if a freak wave comes in, or if the characters are stranded on the wall when a massive Isho storm strikes. Vodra can drift in. A strange character might be observed watching over the characters, and then darting back to cover when discovered. In role-playing, anything can turn into an exciting situation.

### TAUTHER

In order to officially become tauther, players travel to Ardoth, to the hall of Drenn. Each character is assigned a spot on one of the Drenn Walls upon which engrave his or her "copra" (insignia). A metal challisk (a relic from the original Earth colonies spacecraft) is given to each tauther, upon which marks of recommendation will be recorded. The official metal challisk that identifies them as tauther is worn about their necks as a symbol of their status. When the metal is unavailable, tauther are given ceramic temporaries. Twenty gemules are paid by the applicant, who then receives a copy of the Tauther Guide.

During their tothis (Time of Tauther), Tauther are expected to act responsibly, with the interests of Ardoth and the realm in mind. They should defer to those who are Drenn and beyond. When Drenn meet tauther that they view favorably and who prove themselves, they may choose to endorse them for citizenship. This is a fairly serious commitment — Drenn responsible for bringing "bad" Drenn into the ranks are not viewed favorably, and may lose face. Or worse. Drenn who choose to make the commitment will accompany the Tauther to a challisk engraver. Since the discovery of the Earth-tec carving torches, a permanent recording process is preferred. The price of challisk engraving is typically one gemlink, paid by the tauther. Laser carving torches are strictly controlled by the Ardothian government; they are the only devices powerful enough to cut into a challisk.

Those Drenn and Kesht who find a tauther especially meritous of citizenship will do more than engrave their challisk. They will make the trip to the Ardoth's Hall of Drenn, to the applicant's copra mark. As favorable commentary on the tauther, the Drenn or Kesht's copra is added in association with the tauther's space on the wall.

### Pulling a Challisk

When tauther enter a town or city, they may register their challisks with the local kim. Then, if any special work needs to be done for the a local Iscin, or the kim, the character's challisks are pulled. They are given their instructions, and sent off. Depending upon their performance, they may receive a challisk mark. Requests can vary greatly. Sometimes the task is quite harrowing, or simple, like guarding a possession or building while the Drenn is away. A two or three day period is chosen out of every month when the tauther under each kim or kimmit in Ardoth are used as a mass labor force, helping rebuild old structures, clean public areas, and perform other civic services.

### Attaining Drennship

Each engraving on a challisk brings a character an average of 3 Drenn Points. The value varying depending upon the stature of the person. A Kesht or Keshtia's mark is usually worth a few extra points. Each engraving on the Drenn Wall brings a character an average of 5 Drenn points. When a tauther's Drenn Points has climbed to about 50 points, that character is ready to formally apply for the privilege of citizenship. There is a base 40% chance of success. For every Drenn point below 50, reduce the base chance by 10%. For every 5 Drenn points above 50, allow another roll for success. If the attempt fails, the character can try again in a few months. The whole process takes anywhere from ten months (the legal minimum) to a few years. There are, of course, those who never attain citizenship but stay tauther.

In the final application process, characters applying for Drenn status are questioned by a Kim member (council member). The Kim will interview the player about each of the citizens who have marked his challisk. Players had better be able to justify why each recommendation was made on their behalf. It is also expected that the character detail his or her loyalty to Ardoth (and Burdoth in a general sense). Sholari may increase the player's chances slightly for success in oration skills. After the Drenn test has been completed, characters must pay 5 gems for registration and give up their challisks. The pages of oaths, verifications, and agreements that must be filled out should be checked over several times for errors. Any mistake could delay the procedure by weeks. One month is usually needed for official approval.

### Drenn

When approval has been attained, character's challisks are returned to them, coated with a thin layer of silver and gold. They are now Drenn. They may travel the length of the Burdothian empire without restraint. They may own land. Drenn may enter all citadels and Drenn ports. They may request the use of Dharsage possessions (objects owned by the Dharsage royalty of Burdoth). Humans of citizenship status are permitted to own, carry, and use energy weapons.

Many responsibilities walk hand-in-hand with these advantages. Drenn must register with the kim of any town or city they pass through. They may be called upon to perform services for that kim if necessary. Refusal is risky. Drenn status has been stripped from

those who disobey the rule of a kim. Usually, the kim request is a simple one, such as the delivery of parcels (of an unimportant nature) to nearby towns (usually those in the direction of the Drenn's travel). Drenn are responsible for collecting "cletch" (taxation), from their neighbors— taxpayers sometimes prefer a friendly visit from a neighbor rather than that of an armed guard at cletch time.

Drenn are expected to enforce the "yordigs" (laws) of the land and in times of war, they are drafted into officer positions. Each Drenn is required to assign himself or herself to a local kim (in a small town, to a "kimit"). Although not locked into a continuous job, Drenn are held loosely responsible for the decisions made by their kims (or kimits). Land owning is a privilege granted Drenn, but they must maintain what they own, or it will be reassigned. When a Drenn dies, his or her challisk is returned to the Hall of Drenn, where it is planed smooth again.

## KESHT AND KESHTIA

Most Drenn never attain Kesht. A character's Drenn Points must reach 200 to be eligible for this title. This takes at least a decade after achieving Drenn, though there have been exceptions. A character's Drenn Points increases when those of higher status take notice of his or her distinguished character, demonstration of social graces, and record of accomplishment. These points are not formally tallied, but the Central Kim manages to keep track of such things. Drenn do not apply for Kesht, they are nominated by Kesht for the privilege. The questions they are asked go into much greater depth than those for Drenn applicants and can take a little over a year. The intermediate steps towards this are not seen as failures, but as learning stages in Kesht attainment.

***Sholari note:***

*Attaining drennship is an option for your players. The system is in place to create a starting point for game play and a focus for character advancement. It is not mandatory. The system described above is a loose model on which to base drennship. Follow your instincts as a Sholari. If a player has truly earned the title through action or deed, bend the system in his or her favor. In game terms this translates to characters actually attaining drennship, not waiting endlessly. The sense of a few last challisk marks can add excitement to gaming sessions, but butt-kissing shouldn't be the theme to your campaigns. Remember, your players want to feel like they're part of a larger world that accepts them --- even to the point of letting them run around with blasters.*

## COMMON KNOWLEDGE

### What Every Child Knows

Although human children on Jorune do not have the benefit of these publications (save perhaps the Tauther Guide), virtually any kid is going to know the lore of the bio-tec scientist Iscin, who created the woffen, bronth, tologra, crugar and blount. They'll know of Bomoveris, the bio-tec scientist who created the plague that killed of the shanthas thousands of years ago. They will know of Paul Gauss (of the Gauss Valley), his son Khaun, and wife Mayatrish (savior of the mutant children). The story of the muadra "Caji Gends" who saved the woffen in the Ninindrue Plague Slayings and the shantha "Sho-Copra Tra" are favorites amongst children, as is the story of the Heridothian General "Shandane's" rescue of Ardoth.

All children know how to count - with the same Arabic numbers that their forefather's used. Most kids know something about a few of the religions, particularly the Isho and Moon Religions, the Earth religions, the Iscin/Human religions and the Iscin/Animal religions. In the upper-class neighborhoods all children go to school and learn to read and write. Children learn about the Dharsage, the council, the chell and the yords. They learn about their history in school, but not including details of the human/shanthic war. Children learn at an early age the secret of durlig's awful taste. Only children at progressive schools learn about "The Warp Flash of 3475" and the reports of the Eelshon She-evid. Kids know that thivin gamble, woffen drink in their shenters, and that thriddle are good teachers.

### Adulthood

Upon reaching adulthood, humans in Ardoth are faced with the quandary of drennship. Their parents generally hope that they'll become citizens, giving them a better chance for work, travel, and legal protection. Ardoth has many tiers to its social ladders, and drennship guarantees a minimum status in the society. "Crystal Balls" are given as coming out parties for late teens where they can discuss their plans for the future. This is the Ardothian equivalent of high school graduation. Which crystal ball a teen is invited to, and when, can determine his or her future. A representative from each of the Chell's office usually attends, looking for choice Tauther candidates to take under their wing. This is one of the few social events where muadra are allowed to show off their naulls without raising the ire of the Daijic.

### Use And Evolution Of Energy Weapons In Ardoth

It was at the height of the 3437 crugar invasion into Burdoth that the energy weapons were discovered. The exact whereabouts of the weapons is still kept secret, but thriddle of Tan-Iricid have calculated the cache's approximate location. It wasn't until 3453 that another cache was discovered. Items of Earth-Tec discovered include weapons, agricultural equipment such as planters and aerators, land vehicles, medical devices, food processors, computers, holographic teaching aids, power cells, function cells, tecgens, expedition equipment, tools, scanners, bio-tech equipment, and civilian goods. Many of these devices are described in detail in this Sholari Guide.

Control of energy weapons is the responsibility of the Dharsage. Most weapons are in the hands of the Khodre's elite military force, The Ardothian Guard. Beyond this, energy weapons and other Earth-Tec items may be loaned to Drenn for specific usage and period of time. The arrangements are handled through the Arms Chamber of the Dharsage Palace located in Cryshell Citadel. Humans whom have established themselves well enough with the Dharsage sometimes end up with personal sidearms (not inheritable in the eventuality of the Drenn's death). This is limited exclusively to Kesht however. Normally, before loaning out a weapon of any sort, the Dharsage must know for what reason is it being requested, where it will be taken, and when it will be returned. The Drenn's responsibility in such matters is enormous. A borrower's whole reputation is ruined if the weapon should fail to return.

## RECENT EVENTS IN ARDOTH:

### The Warp Flash Of 3475 and the Glounda Road : What the Public knows.

Ardoth has long desired a route into the Glounda Forest directly north of the city, one that would bypass the detour through Allidoth. It would make for more direct transit to the city of Glounda and increase the mobility and flexibility of the regiment stationed there. Work was slated to begin in 3475, but was halted abruptly when, for the first time in Ardoth's history under human occupation, the creation of warps became possible for a short period of time. The city was then vulnerable to the same attacks via warp that destroyed the original colonies. The disappearance and

assumed destruction of a cohort of Burdothian cavalry in the Glounda Forest outside the city has raised the possibility that the Eeslshon She-evid, or "Warp-Walker," is wandering the globe. The "Warp Flash of 3475" lasted only a few weeks but prompted investigation for years. That cohort had been sent as an expedition to search for best road pathways. Work resumed on the road in 3486 and is currently progressing. Upon anticipated completion in 3496, the roadway will stretch 110 miles and offer rest stops for military Transports.

## SHOLARI INSIGHT

### The Warp Flash Of 3475: What Really Happened.

On Eris 14, 3475, for the first time in human history on Jorune, it became suddenly possible to create warps in and around Ardoth. The Dharsage military was in turmoil. Ardoth had faced every other conceivable military threat at some time in its past, but it had always been inexplicably warp-impervious, safe from shanthic assault. A cohort of Ardothian soldiers was sent immediately to Glounda on the assumption that shanthas in the forest might be responsible, but two days later after a yet greater Isho Storm, there was still no word from the cohort. Worry led to grief three days later when a soldier's mangled body was found lodged in a tree outside the citadel near Nemain. The next day fishing vessels recovered two more bodies in Ardoth Bay. All three men were identified as members of the 400 soldier cohort.

Faced with a crisis of mounting proportion and no promising reports from his Iscin, Khodre Dhardrenn reconsidered his expulsion of the thriddle. The thriddle enthusiastically offered their services to the Dharsage, requesting in exchange only that they be allowed to investigate such an important natural event. Khodre agreed, and a new Shen construction was begun to accommodate them. After a brief, but powerful explosion centered in Lower Manser on Eris 37, 3475, Ardoth again became warp-free. The problem has not recurred since. Although rumors still abound as to the thriddle's solution, only a few witnessed the event firsthand. In fact, the thriddle had discovered underground ruins in Lower Manser. Passageways lead to the vast underground crystal constructions that keep Ardoth warp-free. This secret is tightly controlled and known to few. The thriddle effected repairs that restored Ardoth to its warp-free status.

For the thriddle know a secret that is still known to only a few humans: Terrans were not the first to try and colonise this exotic and beautiful planet. 1500 years before the humans came, another star-faring race, the Lamorii, had brought one of their great ships here. These giant bipeds, along with their client races: the cleash, scarmis, corastin, ramian, and...thriddle, tried to subdue the shanthas and the planet itself. But the shanthas had thrown them off Jorune, leaving behind their servants and slaves, just as they had stranded the humans here 3500 years ago. Beneath Ma Ashalta-Ca lies a construct of the Lamorri that moderates the Isho and warp mappings.

Sixteen years have passed since the time of the Warp-Flash. A constant flow of rumors has circulated throughout Ardoth offering wildly varying explanations. One of the more accredited stories in 3475 came from an anonymous yord who claimed that the ground in Mah Ashalta-Ca opened up, emitted a bright green glow that pierced the mists, and swallowed four of his fellow yords. It then closed rapidly, right before his (and only his) eyes. The Isho geography in and around Mah Ashalta-Ca has been especially active lately. Copras (Caji masters), hishtins (boccord trained at interference), and the shanthas from Sho-Ecta (in the stocks) have sensed an instability in the Isho. The Dharsage and chell are growing concerned, but so far the situation has not boiled over into strong public reaction. Most Ardothians chalk it up to a change in the Isho weather. "Perhaps it's time for another big Isho storm over Glounda..."

### The Eelshon She-evid "The Warp-walker"

Though the Dharsage has never released a report on the disappearance of the 400 men lost in Glounda forest, popular belief is that they fell prey to the Eelshon She-evid, the "Warp-Walker." This legendary creature of shanthic origins is believed to reside somewhere in Glounda. In the shanthic mythology, twelve shanthas created the Eelshon She-evid. Seven Ca-Shal, three Ca-Tra, and two Ci-Ebba. They created a creature capable of great destruction to those who would tamper with Sho-Caudal. A rendition of the beast adorns the facing page to the Sholari chapter. If such a creature existed (not that we're saying that it does, mind you. And we'll deny it in public.), it would have the following game stats:

| WARP WALKER | Number Appearing: 1 |
|---|---|
| Type | Shanthic construct |
| Reaction | Manic |
| Skin armor | Bone + 4 |
| Advantage Bonus | +4 |
| Attacks, Type | 1swat, 1 teeth |
| Damage for each | +6 mace, +14 punch |
| Speed | 50 |
| Attack Rank | 12 |
| Defense Rank | 7 |
| Defense Size | +26 |
| To hit at range | body -8, arms +0, legs -2, head+1 |
| Dyshas | * |
| Isho | * |
| Special | Travels through warps |

The Eelshon She-evid is said to be more than 50 yards in height, of unknown weight, and capable of leaping over almost any obstacle. It can sustain significant damage without losing mobility or strength. Only a wound labeled "death" will effect the Eelshon She-evid, and that wound will dismember only the target site hit. The Eelshon She-evid can continue in combat with missing limbs. After three such injuries, or one to the head, the creature will use its remaining Isho to create a warp and climb through it, coming back later for its severed limbs. The only way that the Eelshon She-evid can be "killed" is for it to sustain another "death" injury before it can exit through a warp. If you believe the legends, this has never happened.

The Eelshon She-Evid appears in the legends of cultures all over the planet. The Eelshon She-evid lies dormant except at times of great Isho storms. It resides all over Jorune, depending upon where the warp mappings take it. It spends most of its time in stasis, gathering Isho and purifying its Isho thoughts. This "creature" is not intended for standard campaign play, but continued sightings in Glounda over thousands of years do suggest its actual presence. A group of player characters may someday encounter this legendary entity of Isho and crystal. May they have the best wishes of all Sholaris.

# SECTION 7: A JORUNE MINI CAMPAIGN:

## *At Home in Es' Wother*

### *Mini Campaign Purpose*

This mini-campaign is designed to give the Sholari a beginning set of encounters he or she can use to acclamate the players to Jorune in general, and Ardoth in particular. It is set in one of the city's quieter neighborhoods, and shows how even a seemingly mundane area can be a rich source for game play. We hope that it provides a springboard for broader and more elaborate plots and scenarios.

Es'Wother in Shandane has a long and interesting history. This neighborhood is known as a model mixing pot, where different races live together in relative harmony. A roughly equal number of the human races and woffen live here, along with members of most every other intelligent race. Most woffen who live in Es'Wother are native Ardothians and only speak Entren. The district's name used to be Harsri, after a despised regent of Ardoth, but was changed by popular demand after the Energy Weapons War. In fact, Es'Wother means "home" in the woffen tongue, demonstrating the woffen acceptance in the district.

### NEIGHBORHOOD LAYOUT

Es'Wother is bordered on the south by the Cryshell Road and on the west by Sage. It's northern and eastern borders are the Cryshell River. Over the course of centuries, the Cryshell River has shifted in its bed, and the old riverbed is referred to as the Pools. The Pools area is planted with all manner of Jorune and Terran flora, creating an atmosphere of a small, neighborhood park. Besides the Pools, Es'Wother's most notable site is the Shen. The Shen is where diplomatic representatives of other nations are housed and is the reason Es'Wother has had such a melting pot history. It has been an example of inter-species relations and intrigue for a long time.

The Grunther Bridge carries the Cryshell road over the Cryshell River. This has long been known as a place where undesirables congregate. Regular yord patrols usually turn up unpleasant occupants more often than not. The major street which runs through Es'Wother proper is Sharwa road. It separates one side of the Shen and its environs from the rest of the neighborhood. As Sharwa curves south to follow the Cryshell river, it runs next to the Pools area and partitions it from the rest of the residential section. It then t-intersects the Cryshell Road before the Grunther Bridge.

Several small streets run down the residential section of Es'Wother, but because of its isolated location, there is not much foot traffic through Es'Wother. Most of the business travel is down along Cryshell street, below. There are a number of businesses located here, most of them on Gloundan Court, which is located near the middle of Es'Wother and right near the Pools. The streets of Es'Wother are lined with small trees and shrubs that bloom in Mullin. It's central location in the city shelters it from all but the worst weather, however, sometimes the Cryshell overruns its banks and causes flooding during an exceptionally wet Eris.

### The Shen

The Shen is located along the northwestern side of Es'Wother. It was built centuries ago and has housed diplomats and foreign dignitaries from all the different realms during the course of its long service. The building itself is several stories high and sprawls for many blocks. It is a conglomeration of architectural styles, as throughout the Shen's history different delegations have received wings that were designed and built in accordance with their own traditional styles. Some consider it a nightmare to behold while others view the building as a symbol of all races' ability to interact harmoniously. There are representatives from all realms except Voligire, the Icefields, and Tan Iricid. The thriddle have managed to have their own Shen built in the Sobrinth district since the Warp Flash.

The Shen is protected and patrolled by well-trained, hired condrij. This Shen Patrol in under the authority of the building administration and is charged with escorting trespassers off Shen property and answering the questions of legitimate visitors. By agreement with the city, beings in the employ of the Dharsage or chell are permitted entrance only by invitation. In fact, the Shen is considered to be foreign soil, and is off limits to all but invited guests and residents. As such, it is often a center of espionage and intrigue. The Dharsage is always wary of spies among the delegates' parties, and they go to great lengths to plant their own in the Shen staff.

### The Pools

The Pools are usually used as a social meeting grounds. Lovers, companions, friends, and business associates meet to walk, play, and picnic among the lovely gardens that line the Cryshell here. At night, the Pools are full of teens. Some use it as a rendezvous point, while others hide from yords in the shadows after their late night hijynx.

Every high-Gobey-noon, a mini-bazaar materializes in the Pools. This occurs about every five days. The kim hires the Leathro Corastin Aides to cart in picnic tables, trash receptacles, benches, and chairs.

On this midday, people from all over Ardoth flock to the Pools since the city workday has a siesta from noon to two. Thus allowing workers to drop by to eat, drink, relax, and socialize. Ethnic fast-food kiosks steam with the odors of Gunther burgers and swallics. Other booths display the wares of craftsmen of all kinds; from creshi clothing to thivin cutlery Some say the shopping in the Pools is of higher quality than that in the Bazaar.

On bazaar days, a small stage is set up for local musicians; sometimes the kim arranges for a short play or drama. Once a season, an open stage is scheduled, and members of the audience can come up to perform; sort of an amateur's nite. Lately, quite a rivalry has grown between some singers from Dryce and Lapprendell, and audiences have been treated to some fine shows which have stemmed from their competition. The performances last until the Pools officially close at sunset.

As might be expected, another popular form of entertainment is gambling. The gambling done in the Pools is friendly, and the stakes are never high, unlike at the Uden Den. Chips, sold at a kiosk run by the neighborhood kim are used for placing bets. Winners cash in their chips at the end of the day. By and large, the most popular games played here are Mayoo and Shambo, which the thivin love. Many city folk see this friendly gambling as an opportunity to win some money back from these otherwise shrewd businessbeings.

Violence has rarely been a problem at this event. Even though the great bellowing of a losing bronth can create the impression of a

melee, the day usually passes without incident. However, should there be a problem, the kim retains corastin to insure that no fights break out. The corastin will move to subdue first, but if their opponents use deadly force, they will happily oblige them by replying in kind — with interest.

### The Shops

There are several little shops in Es'Wother, all located in the Gloundan Court. Here is a brief list of examples:

Malwal's Clep: Small little shop which sells basic living needs. Malwal is a old, fat human with a white mustache and a friendly manner. His shop may be a bit dinghy with dirty windows and all, but he gives good prices.

Tophi Cream: This little shop/restaurant sells and serves its own homemade creams. It has gotten a good reputation, so prices are high. Bollin Gunn, a thin, spindly, little man, runs the show. He rarely has time to talk, but always time to serve a paying customer..

Inthil's Clothing: A clothing shop which caters to all social classes. Inthil creates her own designs and has been known to put together grand gowns for Kesht functions at the Palace. She prices her wares according to the needs of the client and their ability to pay.

Goonono Jewelry: This little shop makes custom jewelry of very fine quality. The boccord who owns Goonono does not usually do walk in business, and most sales are done by appointment. Still, he does make money at his kiosk during the High-Gobey Pools.

### The Shenters

Shenters are bars frequented by woffen. The shenters in Es'Wother are a mixed lot and they tend to all races. Few authew are found here, and those who enter these shenters will encounter Shasts who recognizes the marks of the authew and of those woffen who are abstaining. There are two main shenters in Es'Wother:

The Horny Thombo: This shenter is a free mix of all races. It is rather large and the furniture is built to accommodate woffen and human sizes. There are also some larger tables in the back which are more comfortable for boccord and bronth. Of course, The 'Thombo serves a wide range of drinks. Woffen claim that the stomeh here is the best in Ardoth and the bronth favor the mallmis as well. The bar is dimly lit, and usually there is an entertainer playing in the stage in the corner. Strangers here provoke a quiet reaction until they are "sized up" and accepted. The Shast, Edwain Yoplon, is a Drenn. He will recognize tauther and give them a helping hand when he can.

Fire's Talk: This shenter is more traditional than the 'Thombo. The woffen from the Shen prefer it for this reason. However, all races are welcomed through its doors, and strangers are accepted here more quickly than at 'Thombo. The shenter serves only stomeh, wholl, rusper, and Scolian rusper in the old woffen tradition. Quiet little booths surround a circular, central firepit. It gets more business during Crith because of this cozy layout. Lonth Firllin is the Fire Talk's woffen shast. He tries to serve each customer to the best of his ability. Fresh faces will draw him out for a chat. He's always eager to meet newcomers and acquaint them with the rules of the house.

Each shenter has a loyal following for different reasons. The two shasts have known each other for years, and have even adventured together. Some gossip say they are deadly rivals. Both laugh at this, but let the talk continue because it's good for business.

## NPC'S IN ES'WOTHER

### Edwain Yoplon

The owner of the Horny Thombo is a tall, well-developed man in his early forties. His salt and pepper hair and baby-blue eyes have attracted many husband-seekers. He has a bawdy sense of humor, and is very friendly and open in manner. He is a Drenn. During his tauther, helped survey the Gloudan Highway that is currently being built. He is well travelled and has gathered considerable experience along the way. He should be used to give characters information, or as an adventure lead-in. He will try and help tauther to the best of his ability if he thinks that they are worthy. But he believes that every man needs to make his own way, and will refuse tauther he feels are taking advantage of his interest.

| **Edwain Yoplon (human)** | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 16 | Speed | 13 |
| Social | 16 | Education | 14 | Aim | 15 |
| Color | 12 | Learn | 13 | Spot | 14 |
| Isho | 15 | Agility | 12 | Listen | 14 |
| Worn Armor, Carries, Adv+, Rank: | | | | None, Sword, +2, 13 | |

Skills:
Seasoned in all interaction skills, languages: woffen, bronth, shantha, Pistol, Hide, Sword
Experienced in thikes, bow, medicine, limilates, Earth-tec
Familiar in all other languages, in all other weapon skills, dichandra stones, whosins, cooking, drinking, gaming, underground info

### Copra Morthma

A muadra who claims to tell fortunes and has set up a small shop off Sharwa. She is not really a Copra. She can't even weave a dysha. She can, however, activate some crystal dust to glow. She sells her fortunes on the force of her flamboyant personality. From the moment the client steps in the door, she talks and compliments and asks questions. The client is made to feel as if he or she is the center of the world. It is for this attention that most of her loyal customers return. They enjoy it so much they make themselves believe that her predictions come true. Local muadra do not like her too much, as some feel she tarnishes the title, Copra. One has even tried to legally force her to not use it. Her shop is adorned with "shanthic artifacts" which she had made. She is a middle-aged muadra woman with brown hair, fair skin, and sparkling black eyes, dressed in brightly colored silks. Morthma does seem to get all the gossip in the neighborhood and should the characters want to get some information or hear the current talk, she is the one to go to. Unfortunately, her services are never free.

| **Copra Morthma (muadra)** | | | | Size / Injury Mod: -1 / -1 | |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 13 | Speed | 12 |
| Social | 10 | Education | 17 | Aim | 14 |
| Color | 14 | Learn | 15 | Spot | 13 |
| Isho | 15 | Agility | 13 | Listen | 13 |
| Worn Armor, Carries, Adv+, Rank: | | | | None, Knife, +0, 10 | |

Seasoned in Fasttalk, acting, human interaction
Experienced in Current Events, Underground Info
Familiar in Bargain

### Jorgen Ullens

A tall, robust woman in her late forties, she has gray eyes and black hair. She dresses sharply and conservatively, and is usually seen carrying a blaster, which raises a few eyebrows around the neighborhood. Ullens is obviously Drenn, and is a member of the Es'Wother kim, elected about 5 years ago She had a great reputation as the one who shut down the illegal limilate trade many years ago. She sees Es'Wother as a place of great growth and wealth to be taken. Jorgen is thoroughly heartless and calculating, but is also a great actor. She runs an underground limilate trade, herself, and she also has ties with the DharWin family. Jorgen keeps tabs on any and all tauther and Drenn who live in this neighborhood. If anyone gets too nosy, she will call upon her friends to help eliminate the problem with a minimum of evidence. She has been playing this game for some time, so the players will have to been quite good to get anything on her. A dangerous woman.

| Jorgen Ullens (human) | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 15 | Strength | 15 | Speed | 13 |
| Social | 13 | Education | 14 | Aim | 14 |
| Color | 15 | Learn | 16 | Spot | 15 |
| Isho | 13 | Agility | 15 | Listen | 13 |
| Natural Armor, Carries, Adv+, Rank: | | | | None, Blaster Pistol, +0, +7 | |

Skills:

Seasoned in Pistol, Sword, Thikes, Earth-tec, Medicine, Woffen Interaction/Languages, Etiquette
Experienced in Oration, Current Events, History, Information Search , Contacts, Corastin Interaction, Bargain, Drinking
Familiar in Bureaucracy, Fasttalk, First Aid, Moons: Shal, Launtra, Desti

### Yonnia Gren

She performs as an actor at the Pools and lives in a townhouse on Dharwinn Street. She is also a Githerin Klade agent investigating the rumored involvement of Ullens with the Dharwin family. She will always press players for information, but will never give any concrete information in return. She is very beautiful and is skilled at using that to her advantage. She may try to use the players as pawns to draw Uller out.

| Yonnia Gren (human) | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 14 | Speed | 14 |
| Social | 13 | Education | 15 | Aim | 15 |
| Color | 14 | Learn | 16 | Spot | 14 |
| Isho | 12 | Agility | 14 | Listen | 14 |
| Worn Armor, Carries, Adv+, Rank: | | | | None, Knife, +0, 10 | |

Experienced in Acting, Knife, Getting Around, Underground Info, Hide, Search

### Reltha Morfu

A woffen who is head of Shen affairs. He is in charge of managing the daily requirements of all the inhabitants of the Shen including house security and resources. Recently, he has been worried about several pieces of hate mail directed at various delegates in the Shen which threaten their lives. He has increased security, but is still alert. Delicate negotiations are currently underway in the Council and he does not want them disturbed. He will respond warily to any help from the players, but will be quite grateful for any assistance that proves worthwhile.

| Reltha Morfu (woffen) | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 14 | Strength | 14 | Speed | 13 |
| Social | 13 | Education | 13 | Aim | 14 |
| Color | 12 | Learn | 15 | Spot | 13 |
| Isho | 12 | Agility | 14 | Listen | 14 |
| Worn Armor, Carries, Adv+, Rank: | | | | Leather, Sword, +5, 13 | |

Seasoned in Information Search, all Interaction/Ettiquette, Entren, Thriddle, Bronth, Current Events, Oration
Experienced in Sword, First Aid, Drinking, Contacts
Familiarin Getting Around, Thombo Handling, Gaming, History

### Ollion Plethers

A con man. This thivin attends the Pools and cheats his way into lots of money. He has been playing Mayoo for nearly 25 years and

| Ollion Pleathers (thivin) | | | | Size / Injury Mod: -1 / -1 | |
|---|---|---|---|---|---|
| Constitution | 13 | Strength | 16 | Speed | 13 |
| Social | 14 | Education | 17 | Aim | 12 |
| Color | 15 | Learn | 14 | Spot | 16 |
| Isho | 14 | Agility | 15 | Listen | 13 |
| Worn Armor, Carries, Adv+, Rank: | | | | None, Knife, +2, 13 | |

can shuffle a deck any way that he needs to He is always on the lookout for spotters, those who patrol the Pools' looking for pickpockets and con men. He talks a lot but doesn't say much, but he can play the dichandra stones very well. He uses this talent to lure marks close, then sets them up for the game.

Seasoned in Fasttalk, Gaming, Picking Pockets, Picking Locks
Experienced in Sword, Getting Around
Familiar in Dichandra Stones

### Fraznt

One of the corastin employed to help set up and tear down the Pools. He also works security during the bazaar. He likes pibber, and carries his current favorite with him at all times. He can be seen striding up and down during the bazaar on his shift, furry companion on one shoulder. He also visits here at other times because he likes the atmosphere. People don't seem as afraid of him and seem to think of him as helpful civil worker. Fraznt likes that. Players can befriend him if they choose, but they should treat him with some respect. He's grown used to it.

| Fraznt (corastin) | | | | Size / Injury Mod: +3 / +3 | |
|---|---|---|---|---|---|
| Constitution | 21 | Strength | 16 | Speed | 17 |
| Social | 11 | Education | 15 | Aim | 15 |
| Color | 10 | Learn | 13 | Spot | 16 |
| Isho | 10 | Agility | 14 | Listen | 14 |
| Natural Armor, Carries, Adv+, Rank: | | | | Crudge-1, Club, +5, 16 | |

Seasoned in Club

Familiar in Pibber Handling

## SCENARIO IDEAS

1. One evening Fraznt's pet pibber is run over by a thombo. The players rush up to see the corastin punch the lights out of the thombo, dropping it in its tracks. The thombo's rider is a rich merchant who gets stuck under the fallen beast. The merchant will be screaming and yelling for the yords during the entire affair. He will not say "thank you" for being helped up and may accuse the players of incompetence as well! The corastin will cradle the tiny, flattened pibber in his huge claws, a sad, confused, look on his face. Yords will come running up several minutes after Fraznt drops the thombo. The PCs will have to try and sort this affair out. Break out the Fast Talk skills. The PCs can try to save the creature, but it would require a critical roll on the Creature Care skill. Most likely it will die. If the PCs help get Fraznt out of this mess and bury his pibber (or get him another), he will befriend them for life.

2. The characters overhear some people under the Grunther bridge. If they investigate and make their Listen rolls, they will hear plans being made to bomb the Shen with crystals tomorrow night. If the players are quiet, they can hear the entire plan. If the players interrupt, the three men run away into the mist. Two will run to the Pools, and one will leap into the water (an Acubon) If the players give chase, they may catch one, but the man will not talk. If the PCs attack, the men will flee. Yords will ask many serious questions of PCs who use deadly force without due cause. The PCs could also warn the Shen; if they choose this option, they will first meet some bureaucratic resistance, and finally meet Reltha Morfu. He will thank them for their diligence and pursue preparations for a defense. If proved correct, the PCs will have their challisk signed. The PCs can also choose to try to stop the attack themselves. In this instance, run the combat with 4 standard condrij who have (and can use) several Desti crystals each. They will attempt to bombard the Shen with a quick set of volleys, then retreat before the Shen Patrol can stop them. The PCs may use whatever plan they think fit to disrupt this, but they will have to account for their actions. Morfu will reward them suitably for success... or failure. And who planned this attack? What intrigues in the Shen have lead to this?

3. The PCs are out shopping in Glounda Court. They hear a cry. In the street they see a crowd. Quickly they will understand that some diyorda have taken hostages during a robbery of Goonoono's jewelry. A passing yord has already been shot (with a blaster!) in an attempt to stop them. He is lying on the ground, moaning, near the store's entrance. The diyorda (who are really rogue condrij) are holed up inside, and have taken Goonoono and two rich clients hostage. Anyone who tries to get to the wounded man is shot at. NOTE: If you played Encounter #2, and the PCs stopped the attack, then these condrij have taken hostages deliberately to try and win the freedom of any of their mates captured in the fight. If the PCs were not successful in Encounter #2, or you have not run it, then the condrij are assassins whose plans have gone awry. They were supposed to kill the Dobren delegate from the Shen during an appointment here. Unfortunately, the bronth had switched times with a Es'Wother Kim member and the assassins found themselves in the wrong place at the wrong time. All they want is to escape into the Lower Manser. Capturing and questioning them may lead to a crugar plot to undermine the negotiations currently taking place in the Shen.

## MINIADVENTURE

The story begins with the PCs in the Horny Thombo. Their challisks were pulled at the local Kim's office by the Drenn Edwain Yoplon. Edwain runs the local shenter called the Horny Thombo and left word at the Kim's office that he would like to speak to some tauther tonight.

The players set their rusper down as Edwain finally approaches the table, grabs a chair, and joins them. He smiles, and asks, "How long have you been tauther? I didn't notice any marks." And then, "Well, I would like you to do a simple job for me. My business acquaintance, Iscin Daclish Leclure, has been doing some experimenting in the field of Bio-tec. He's doing a special engineering job for me; I want an unusual reco. Lately, Daclish has had the feeling that he's being watched. The project is about finished — I'm just waiting for my reco to hatch. What I need is for you to go to Daclish's laboratory, pick up the incupod, and transport it to a new location. I need this done tonight. Make sure nothing happens to that reco. I've got a lot riding on it."

Edwain gives the players a piece of paper with the Laprendell address "6678 Volton Street," the place he wants the incupod taken. He also gives them Daclish's address. The Iscin will be expecting them. "Come back when the job's done, so I know everything's alright," Edwain winks, slaps the closest player on the back, and turns his attention to a potentially volatile situation brewing between a woffen and boccord. The players can make any preparations they want.

The evening is dark; only Ebba is in the sky. A low mist seeps from the river. Not many people are out tonight. A passing yord nods his head as the players go by. Eventually, they arrive at Daclish's laboratory. It is an unkempt, two story building. A dim light flickers by the side entrance.

When the players knock, a finely featured man answers. His face is pale from being ever indoors, and his eyes blink constantly in a rapid-fire pattern that is really unnerving. Daclish is a curt man who doesn't waste words. He leads the players into a hallway and down a flight of stars, into a basement carved from bedrock. The humid basement smells strongly of decaying plants. Several melon-shaped things sit on the ground in the dim light: incupods, but strange-looking. Daclish flips through the tags on each one.

"This is Edwain's," he whines. "Watch yourselves, it's fragile. One good bounce and that could be it. How are you taking it? Not by thombo, I hope. Damn creatures bounce all over the place. That will never do. Use this."

He hands the players a stretcher-like device. The incupod will fit nicely. Daclish is a terse man, but he will answer the players' questions about Bio-tec. He will even tell them that the reco Edwain requested will be able to produce a tasty liquid after intaking water. Edwain plans on serving this stuff as an added attraction at the bar. Daclish will also mention his certainty that someone has been stalking outside his house. He suggests that the players take the back path which goes alongside the Cryshell River; the players would be too easily tailed along the main streets. The incupod feels rough, and slightly warm to the touch. The thin membrane stretched across its top seems to quiver ever so slightly. The players can put it into the carrying device without much problem. Ask the players who will be carrying it, and check their Strength and Agility.

When the players leave Daclish's laboratory, they are not being followed. It is a dark, foggy night. Try to play up the eeriness of the atmosphere as the players walk through the Pools. Describe the moist scent of the ground, the sounds and shapes that seem to come out through the fog, and how cold and damp it is. What that a footstep behind them? Nah, must have been a beagre. Have them make agility checks every once in a while. They're on slippery ground, and they're trying to keep the incupod balanced precariously in it's hammock.

Suddenly, without warning, a lone man stumbles out of the fog. At first, it appears that he is approaching the characters, but then it becomes obvious that he is disoriented. He looks at the party and gurgles. He spins, and tries to run away, but he falls and (unless the players specifically protected it) strikes the incupod. The strong odor of mallmis permeates the air around him. The players can grab the man, Jolk Punghi, without much trouble. He is a drunkard who drinks mallmis exclusively. He had passed out in the park, and had been startled into consciousness by the party's movements. He knows nothing. He wonders about the "big egg-thing you guys are hauling around." Then he slumps at the players' feet. He will sleep it off over the next 4 hours, and awake with the thought that the players and their burden were an hallucination.

The trail besides the Cryshell river is slick with mud from yesterday's rains. The fog settles like a weight upon the river.

As they travel down the trail, ask the players to make spot rolls at minus 4 If one makes it, tell them they notice something odd to the left of the trail closer to the river. They find a gemlink. As they investigate this, have them make Listen checks. From the bushes behind them will spring several rogue githerin, at least one per player. The thieves will attempt to knock the characters out. They will not fight near the incupod; they are trying to steal it. If they subdue everyone but the players holding the incupod, the thieves will tell them to put the pod down. If they do this, the githerin will move towards it.

The incupod seems to shudder for a second, even from such a slight disturbance. A moment later, with a loud pop and ooze spraying everywhere, the reco is born. It looks like a tipped gourd with a pointy snout mouth and tail. It starts shaking the ooze from its body, and then notices everyone. It blinks it's single eye, squeals like a piglet, and begins darting madly about.

When this happens, the githerin will try to capture the reco and continue their attack. The players should try to catch the creature (it *is* the focus of their mission!). During combat, it will be bouncing in the way. It will be difficult for the players to fight without hitting it by mistake. At some point the reco should leap too close to the river's edge and go plunging into the Cryshell. Blub, blub...

If the githerin can grab the reco before it takes the plunge, they will disappear with it into the mists. A Tracking Skill check at -5 will allow the players to follow. The reco-nappers will proceed to the cavern (described below). If the players manage to follow them, they will find the cavern, but will then have to deal with the githerin protecting it. If they lose the githerin and the reco, the players will have to go back empty handed.

The party should try and track the reco as soon as possible. If they defeat the githerin, but do not take the time to tie them up, the thieves will be gone when the players return. If they take the time to tie up the githerin, they might lose the floating reco. An interrogation of the githerin will reveal only that they were hired by a non-descript human man and were told to drop off the reco under the Grunther bridge (a lie, but the players may waste time checking up on it).

If the players specifically search the river bank, give them the following information, otherwise have them make several spot rolls to see this:

Along the riverbank is something strange. The reco seems to float *into* the riverbank. Its squeals will suddenly seem distant and hollow. A partially submerged cave opening will lie before the players, at the water's edge. Dark ripples are lapping at the entrance.

The players can easily enter the cavern if they are willing to jump in the water. They will do everything in pitch blackness (-8 for all Skill Ranks) if they are not prepared with their own light sources (Earth-tec, dyshas, torches, etc.). Play up your description of the scene to capitalize on the nervousness the players should feel as they make their decisions. After several minutes of tense exploration, the cavern will expand. The players can walk up a bank of dry land. The cave is about 4 feet high, and extends back about 13 feet.

The reco will be there, jumping about and sniffing at something. Beyond the reco are a couple of boxes. The reco seems quite interested in these crates, almost drawn to them. It squats on the ground and exudes some liquid in apparent excitement. If the players bother to taste the stuff, it is horrible, but anyone with Limilate Skill may recognize it as Shirm-eh (on a successful skill roll of Rank-5). What does this mean?!!

When the players investigate the boxes they will find one stuffed full of limilates. (They need to make a Limilate Skill roll to determine that it is Shirm-eh). The second box contains several red crystals and a map of the swamps south of Ardoth. An "X" is marked off the coast, out of sight of the port watch-towers. Perhaps the players have uncovered a secret drop point for limilate runners, or some other treachery is afoot. And who set up the theft of the reco?

The players' first duty is to get the reco to the delivery point right away. The boxes can be examined later. The reco can either be coaxed into the river with rusper, or simply be grabbed. The players do not need to be overly gentle at this point, though they may not know it. A good Agility check will allow a player to get a hold of the reco.

As they exit the cavern, the players should make a Spot roll. If successful, they will notice the silhouette on the shore above them *before* it begins firing a blaster at them. The first bolt will miss (although they don't have to know that). The party can take cover or return fire. It's their choice. If no-one is hit after the shooter fires two more bolts (or one of the players has a successful hit with a range weapon), the form will retreat and the players can exit the cave safely. Otherwise, the attacker will order them to leave the reco and swim out into the river without their weapons. If they follow such an order, they will be picked off, one by one, by blaster shots as they bob along. Despicably vicious. If they dive underwater, the players may be able to avoid the bolts, but they have to come up for air sometime. Sooner or later, they will have to make their way downriver out of the shooter's firing arc. Make those Swim rolls.

If they make it this far, they can get all the way to Edwain without further incident.

Edwain will be impressed with the players performance. He will sign their challisks for them. He is somewhat disappointed, however, since his super-milkshake reco seems to have been a bust. The stuff it puts out not only doesn't taste good, it appears to be mildly toxic (Do the players know that it is Shirm-eh? Have they told Edwain?). He suggests that he would be very grateful if someone could investigate this attempt on the reco and find out who was behind it.

## SO WHAT'S GOING ON?

Here's our version, but feel free to come up with one of your own:

The reco isn't a real milkshake reco, but it is far from being a Daclish failure. He was attempting to create a reco that could make Shirm-eh limilate for the ramian trade. Daclish is a real scum. He didn't have the funds to do this on his own, and used Edwain's money to develop this creature — supposedly a milkshake reco. Once he was sure the Bio-tec was sound, Daclish sold it to the head of the limilate smuggling ring in the area, Jorgen Uller. But he couldn't

just give the pod to Uller himself. He needed to set up her theft in such a way that it would look like an simple snatch to account for the loss of the reco. He was not anxious to anger Yoplon. Unfortunately for Jorgen and Daclish, the players got in the way. Now, Jorgen must retrieve the reco before anyone discovers its true nature. And she isn't above taking out a little vengeance on the players characters along the way. After all, she's certain that she won't miss with her blaster this time...

That should give you something to make your players' lives interesting. Enjoy.

Some additional information about Daclish and the Githerin Scum:

| Daclish LeClur (human) | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 9 | Strength | 10 | Speed | 9 |
| Social | 12 | Education | 15 | Aim | 14 |
| Color | 11 | Learn | 9 | Spot | 14 |
| Isho | 9 | Agility | 12 | Listen | 10 |
| Worn Armor, Carries, Adv+, Rank: | | | | None, Knife, +0, 10 | |

Seasoned: Biotec, Info Search

Familiar: Knife, Pistol, laser pistol, Getting Around

Seasoned with knives

Has hidden laser pistol that he will only bring out in emergencies. Has 2 reco volunteers which will distract opponents.

| Githerin Thugs (human) | | | | Size / Injury Mod: +0 / +0 | |
|---|---|---|---|---|---|
| Constitution | 12 | Strength | 13 | Speed | 14 |
| Social | 9 | Education | 11 | Aim | 14 |
| Color | 10 | Learn | 10 | Spot | 14 |
| Isho | 12 | Agility | 15 | Listen | 12 |
| Worn Armor, Carries, Adv+, Rank: | | | | Leather, Club, +2, 13 | |

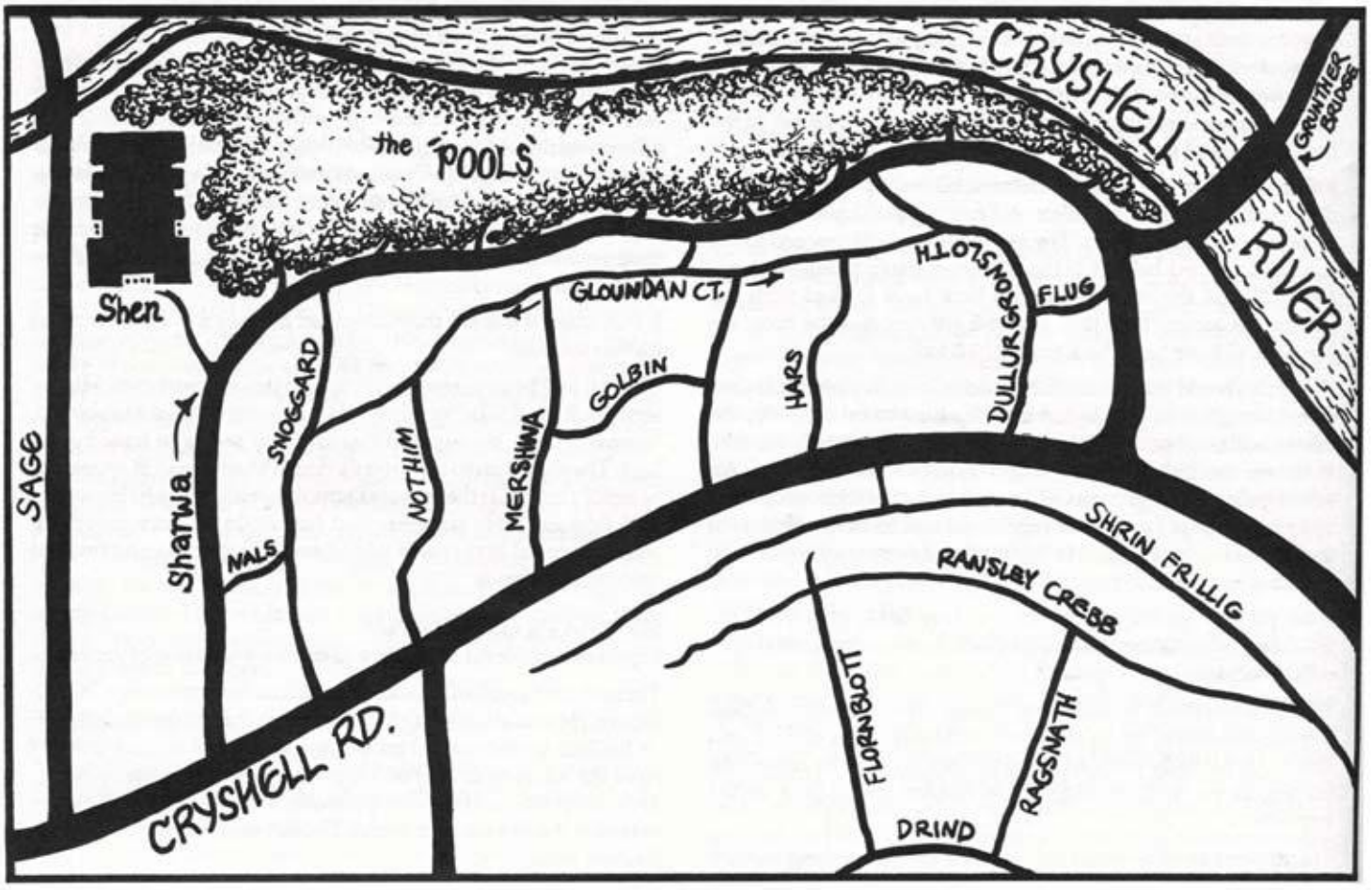
Seasoned with knives

Experienced with Getting Around, Hiding, Seeking, Swords

Familiar with Jump, Climb, Swim

Has 2 cleash capsules (*Sholari's* choice)

It is acceptable to make one or more of the githerin Caji characters capable of launching orbs and bolts. Stick to the less complex dyshas, like power-orb and lightning blast, and up their Color and Isho stats by a few points.



# Reference & Forms

## GLOSSARY:

**Abahth:** The blount language.
**acubon:**(AH-coo-bonn) A water-bound race, descended from humans.
**Adv:** abbreviation for "advantage," a combat term.
**ahdis:** orator
**Anasan:** Friendly realm of humans, woffen, muadra, and a few boccord.
**Ardoth:** Capital city of Burdoth, location of the Drenn Wall.
**Ardothians:** Residents of Ardoth
**arrigish limilate:** (AIR-igg-ish) Needed by ramian in order to heal.
**Auss:** The harvest season.
**awss:** The center of a town or city.
**Aylon:** Capital of Jasp.
**beasters:** People who hunt especially dangerous creatures.
**blosh:** (blaugh-sh) Symbol worn by crugar in defiance (especially of woffen).
**blount:** The first of Iscin's animal creations, an intelligent amphibian.
**boc-rod:** (BOCK-rod) A crystal fragment capable of storing energy. See: Crill
**boccord:** (buh-CORD) One of the three races of humans, characterized by their superior strength.
**bochigon:** (BOE-chih-gone) A Jorune pack animal capable of self defense. Incredibly stubborn.
**Boru:** (BOE-roo) The Bronth language
**bronth:** (braugh-nth) An Iscin race, descended from the bear.
**Burdoth:** Controlled by humans, the most powerful realm of the continent.
**Burdothians:** Those who live in Burdoth.
**Ca-:** Shanthic prefix, followed by moon alignment. Example: Ca-Tra, shanthas of the moon "Tra."
**caji entropy:** A silly dice game used by player characters to increase their caji character's Isho.
**caji houser:** Person who owns an inclep that welcomes caji, in particular.
**caji:** (CAW-gee) One of the three races of humans, the only one capable of energy manipulation.
**Cali-Shafra:** (CALL-ee SHAW-frah) Battle Lands of the Ancients. Sacred to shanthas.
**cashiln:** Shanthic, for "walking."
**Cerridus, Sea of:** Location of Tan-Iricid.
**challisk:** The small metal plate given citizenship applicants in Burdoth.
**Chaln Docha:** (Chauln DOE-chah or Shauln Doe-sha) The famous crugar leader who lead his troops into Burdoth.
**Chaln-Imagri:** (Chauln IMAH-gree) The only crugar city.
**Chaun-tse:** The crugar language.
**chawgis:** Battle tactics school
**chell:** A title similar to mayor.
**Chen-ichi:** (chen EE-chee) A crugar priest.
**chiveer:** (chiv-EAR) A period of ramian madness which lasts a few months and is marked by the growth of "chivs."
**chivs:** The bone protrusions which grow from the ramian's face during chiveer.
**Cie:** Same as "Ca," but the irregular form used only for Ebba. Cie-Ebba are shanthas of the moon "Ebba."
**cle-eshta:** (clee-ESH-ta) Shanthic device that acts as a sort of energy magnifying-glass.
**cleash:** (cleesh) The insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of the Gilthaw.
**clep:** A store or shop.
**cletch:** (clehtch) Taxation.
**coddins:** (COD-ins) Small grass thriddle huts.
**coditch:** Crop which is the staple of the thriddle population.
**coleel:** Opaline gems produced by acubon.
**condrij:** (COND-ridge) Fighters.
**copra:** (COE-prah) (1) An Isho signature manifested in a naull orb. (2) An identifying mark, especially placed on a challisk or on the Drenn Wall. (3) A master of dyshas and Isho. (4) Shanthic word for "master."
**coprate:** Expert level.
**corastin:** (core-AHstin) Large, semi-intelligent creatures.
**corondon:** Large primitive creatures native to Jorune. Shanthic blades are crafted from their thailiers (claws).
**Cosahmi:** (Coe-saw-mee) A coditch farming town on the Western side of the Kuggin Mountains.
**Crendor:** (Crehndor) A militaristic portion of the bronth realm of Dobre.
**creshi:** Carnivorous sea-creatures found off the northern coast of Burdoth.
**crethin:** The leaves used to leech durlig to acceptable taste.
**crill:** Flying creatures that can entwine boc-rods in their tails.
**CRIT:** Abbreviation for Critical, as in "a critical wound."
**crith:** Winter
**critical:** A serious injury. Will lead to death if not treated.
**croid:** A semi-intelligent species, related to the corastin.
**crondij:** Fighter.
**crudge:** The protective skin of corastin and croid.
**crugar:** Iscin's improvement to the cat family.
**Cryshell:** Ardoth's citadel. Entry restricted to Drenn and Kesht.
**cygra:** Northern cousins of the crugar.
**daij:** Sea-faring enervors important in the relations between Burdoth and Voligire. Daij meat is used by "daijics" to detect dysha use.
**daijic:** Originally a term used for those who ate daij meat for insight in tracking dysha users. The term has now come to mean those who actively engage in the detection of dysha use.
**Desti:** One of the seven moons of Jorune, "The Red Harbinger."
**Dhar:** Prefix meaning large or powerful. Used as a prefix in a name to denote power. "Cle" is the equivalent for women.
**dharlerin:** A large plantation.
**dharsage:** The rulers of a realms.
**dichandra stones:** A musical instrument made of the hard calcium wrists of the dichandra.
**dichandra:** (dich-AND-ra) Swamp-dwelling creatures.
**Dif:** Used as an abbreviation for "difficulty."
**diyorda:** (dee-ORDA) A criminal.
**Doben-al:** The vast plains connecting Burdoth with Khodre.
**Dobre:** (DOE-brey) The bronth realm.
**Docha, Chaln:** See Chaln Docha.
**Drail:** A large densely forested territory located on the southern edge of the Sharharris Sea.
**Drenn Wall.** A wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants of citizenship receive their challisk. The Drenn wall contains the copra of all of Burdoth's Drenn.
**Drenn:** Citizen.
**drennit:** Honorary Drenn.
**Du:** (Doo) One of the moons of Jorune. The Illuminator.
**durlig:** Plant cultivated by the Earth colony. Durlig is found all over Jorune.
**dysha:** (die-shuh) Energy abilities. The two major forms are orbs and bolts.
**dytes:** muadra punks.
**earth-tec:** Anything built by the original colony.
**East Trinnu Jungle Lands:** A jungle south of Burdoth; infested with cleash.
**Ebba:** (Eh-bah) One of the moons of Jorune. The sender.
**enclep:** A place where medicine is practiced.
**Enervor:** Literally, an "energy eater."
**Entren:** The language of humans on Jorune. It is derivative of English.
**eris:** (air-iss) The season of spring.
**fadri:** (fad-ree) Thriddle teachers.
**farg:** Huge swamp dwellers.
**Galsh-aca:** Ancient Burial Grounds of the Shanthas.
**gashten:** A woffen city.
**gauthi:** Rugs made by thivins.
**Gawmen Lenk:** A typical woffen name.
**gc:** Abbreviation for Gemcluster.
**gemcluster:** A unit of currency equal to 10 gems.
**gemlink:** A unit of currency equivalent to 100 gemules.
**gemstar:** The largest common unit of currency. Worth 100 gems.
**gemule:** (Colloquial: "yules") The basic unit of Burdothian currency.

**giddyne:** A token necessary for entrance to the Mountain crown of Tan-Iricid.
**giggit:** An insect like creature with several distinct stages of development, sought after by thriddle and cleash.
**Gilthaw:** Early ice fields. As in "Ice Fields of the Gilthaw." Northern habitat of cleash.
**Gire:** Ramian pirates.
**girrig:** A durlig derivative plant.
**gissyne:** Vulgar. A colloquialism not to be used in mixed company.
**githerin:** Thieves.
**gl:** Abbreviation for gemlink.
**gm:** Abbreviation for gem.
**Gobey:** One of the seven moons of Jorune. The Protector.
**gu:** Abbreviation for gemule.
**Heridoth:** Realm neighboring Burdoth.
**herris:** Jails.
**hishtins:** Boccord who serve as targets for caji dysha practice.
**Ice fields of Gilthaw:** Home of the insidious cleash.
**illidge:** place where drinks are served.
**inclep:** An inn.
**Iscin:** (Ih-skin) (1) Name of the bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. (2) A name taken by those of learned ability.
**Isho:** Shanthic for life, vitality. Isho is a measure of creature's energy.
**jampers:** Musical instrument, drum/tambourine. Made of corondon skin.
**Jasp:** Human realm far to the north of Temauntro, capital Aylon.
**Jorune:** The name of the planet, the name of the game.
**Kadija Rhen Jorune:** Earth astronomer credited with the planet's discovery.
**kayedi:** A favorite treat for bochigon.
**kee:** Neuter pronoun used by thriddle to describe members of their race.
**kern:** To expel energy in a crude form.
**kerning bays:** Areas of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.
**Kesht:** The highest status a citizen can attain.
**Kesktia:** Female form of Kesht.
**Khaun Gauss:** The first post-colony human city on Jorune.
**Khodre:** Sister-realm of Burdoth.
**kim:** A council
**kimit:** A small council for localized decision-making. Operates under a kim.
**klade:** A communal child-rearing group.
**Kuggin:** A range of mountains bordering the western edge of Burdoth.
**lamorri:** (luh-MORE-ee) An extinct race. Those that came to Jorune before the humans.
**Launtra:** (LAWN-truh) One of the seven moons of Jorune. The Flow.
**Leesh Ebeeca:** Shanthic, "The Dying Time."
**Lelligire:** City on the northern coast of Burdoth, victim of ramian invasion.
**lerrin:** A plantation.
**lih:** Shanthic, "naull orb."
**limilate:** Any drug or medication.
**lirjin:** Beetles.
**locurian grunder:** A very tough form of armoring.
**Lundere:** (lun-DEAR) The woffen realm.
**lystra:** (LIE-struh) A person who relegates authority throughout a region.
**mandare:** (man-DAR-ee) A rolling lump with a long neck and teeth.
**Miedrinth:** Burdothian city which borders the East Trinnu Jungle Lands.
**Mountain Crown:** Capital of Tan-Iricid.
**muadra:** (Maw-druh) One of the three races of humans. They are gifted with abilities of energy manipulation.
**mullin:** The season of summer.
**naull:** The orb a caji creates to display his or her copra. Sometimes used interchangeably with "copra."
**Ninindrue Plague Slayings:** A crugar slaughter of helpless woffen.
**pibber:** A small, harmless creature often taken as pets.
**querrid:** One who gathers thriddle information for money Usually for thriddle.
**ramian:** (RAY-me-en)Tall and silent beings of Voligire.
**rilij:** (RILL-idge)The pathway to the Mountain Crown of Tan-Iricid.
**rinis:** (RYNE-iss) Human. symbolic medallion of battle:
**Ros Crendor:** (Ross CREN-door) Boccord habitation north of the Doben-al.
**round:** A combat term referring to 2 seconds of game time.
**rurvi tchorko:** Ramian motto, "Powerful Silence."
**rusper:** A common drink; like ale.
**salu:** Sea-faring race descended from humans.
**sarceen:** (sar-KEEN) Shanthic devices for imparting recorded knowledge.
**scarmis:** (SCAR-miss) The servants of the cleash.
**scedri cloth:** (skedd-REE cloth) A medical tunic which speeds healing.
**scrade:** Insect-like carnivores found in forests and jungles.
**Shaharras Sea:** Sea to the north west of Drail.
**Shal:** One of the seven moons of Jorune. Keeper of the Ancient Order.
**shambo:** A woffen gambling game.
**shantha:** The native, intelligent race of Jorune.
**Shanthic blades:** Ancestral shanthic weapons crafted from the thailiers of Dhar Corondon.
**Sharrid Bay:** Bay located north of the Sharharras Sea.
**shast:** One who serves drinks in a woffen shenter.
**shenters:** Places where woffen relax, drink, and brag.
**shissic:** Term for to describe the killing of an enemy of Burdoth. Used only by fanatical patriots.
**Sho-caudal:** Shanthic, "Vast Fluid Body." The shanthic name for Jorune.
**Sho-sen:** A common name for the Isho wind.
**sho:** Shanthic, "teacher."
**Sholari:** (1) Shanthic priest. (2) The referee for SkyRealms of Jorune.
**Sillipus:** A rough, lawless island.
**Skyrealms:** Land formations that float above the planet.
**Sychill Bay:** The bay that Ardoth is nestled in.
**Sychill Sea:** The sea that lies between Dobre and Burdoth.
**talmaron:** A domesticable cousin of the duradon. A flying beast of burden.
**Tan-Iricid:** (Tan IR-ikkid) Home to the thriddle race.
**Tan-Sor:** Thriddle city located just outside the Mountain Crown of Tan-Iricid.
**tarro:** A many armed creature, semi-intelligent, domesticable as pets.
**Tauch-kie:** Any crugar leader.
**tauther:** One who is applying for citizenship (Drennship) to Burdoth.
**techindol pib:** "Little-Big mouth."
**Temauntro:** A vast, crugar inhabited wilderness located west of Khodre.
**tenter-shines:** Horns made of the brynk hardwood.
**thailierian armor:** Armor made from the corondon.
**thailiers:** The claws of corondon, fashioned into shanthic blades.
**Thantier:** Realm of humans on the southern border of the Doben-al. It faces the Cerridus Sea of Tan-Iricid.
**thisting:** Pibbers this when in danger.
**thivin:** A human derivative race of musicians and traders.
**thombo:** The basic riding creature.
**Thone:** Non-human (used in Thantier)
**thriddle:** The language masters of Jorune.
**tlesk:** Shanthic, "metal."
**Tlon:** The capital of Dobre.
**toth:** Resident non-citizens of Burdoth.
**tothis:** The period of citizenship application.
**Tra:** One of the seven moons of Jorune. The Warp Maker.
**trid nodes:** Thriddle "nose," located to the rear of these creatures.
**Triddis:** The language of thriddle.
**tristy:** Thriddle eyes.
**unweave:** To dismantle an orb or bolt.
**Vinteer:** The capital of Voligire.
**Voligire:** (VOLE-Ih-Guyer) The realm of ramian.
**Vosule, waters of:** Treacherous waters south of Voligire.
**Warp:** An connection between two points on Jorune (warp window)
**wasto:** aka scrade.
**West Trinnu Jungle Lands:** Border the East Trinnus.
**Wholl:** Woffen drink.
**whosins:** String instrument similar to a violin.
**woffen:** An Iscin-created race of intelligent, bipedal wolves.
**Yobre:** Capital of Lundere, the woffen realm.
**yord:** Local patrols.
**yordeh:** Lawyer.
**yordigs:** Laws.

ARDOTH
NEIGHBORHOODS
N
W
E
S
NORTHSIDE
Anamber
Dharsage Palace
ARDOTH BAY
NORTH CRYSHELL
Barracks
Chelly Offices
Palace
Ellelsh
LELSH
Serha
Klagsten
WEST GATE
T'HAVNIAN
"Thanes"
Kinster
MANSER
Hailer
Danes
SOBRINTH
FINANCIAL DISTRICT
COUNCIL GROUNDS
Lola
WEST GATE
CLAVIS
ALD
Sobrin
NEMAIN
Bazaar
BAZAAR
Tacour
Persis
"Pools"
ARKIN
Sharben
ESWOTHER
Happenal
Lower West Gate
DICHr
Walton
La prendell
Kupple Klades
Klades of Hudson
KLADES
PORT GATE
The Lassadons
Moether Klades
Gauss Anociate Klades
Pesade Klades
Bahor Klades
SOUTH PORT
DRYCE
OIDERS
Lorgin Klades
Central Oiders
Dharlwin
FISHERMAN'S QUARTERS
South Homes
Drawgna
STOCKS
Othen
VINTCH
Derrid
Vintra
Austin
DURRIS

# Jorune

Player character Sheet

**Name:**

**Race:**

**Age:**
**Height:**
**Weight:**
**Origin:**
**Occupation:**

## CHARACTERISTICS

| | | |
|---|---|---|
| Constitution: | Strength: | Speed: |
| Social: | Education: | Aim: |
| Color: | Learn: | Spot: |
| Isho: | Agility: | Listen: |

## RANKS FOR SKILLS

| | Melee | Easy | Moderate | Hard | Very Hard |
|---|---|---|---|---|---|
| Unfamiliar | 4 | 1 | 0 | 0 | 0 |
| Familiar | 10 | 6 | 5 | 4 | 3 |
| Experienced | 13 | 12 | 10 | 8 | 6 |
| Seasoned | 16 | 18 | 15 | 12 | 9 |

## MODIFIERS AND BONUSES

| | | | |
|---|---|---|---|
| Size Modifier: | Strength Bonus: | Injury Bonus: | Advantage Bonus: |
| Lifting Weight: | Running Speed: | Aim Bonus: | Hit Bonus: |

# SKILLS

M=Melee, * = Easy, ** = Moderate, *** = Hard, **** = Very Hard

### MELEE SKILLS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| M | Fist | | |
| M | Kick | | |
| M | Def w/o weapon | | |
| M | Defend w/shield | | |
| M | Entangle | | |
| M | Tackle | | |
| M | Advance | | |
| M | Withdraw | | |
| M | | | |
| M | | | |
| M | | | |
| M | | | |
| M | | | |
| M | | | |
| M | | | |
| M | | | |

### RANGE WEAPONS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| *** | Knife | | |
| *** | Spear | | |
| *** | Bola | | |
| *** | Rock | | |
| *** | Bow | | |
| *** | Long Bow | | |
| ** | Cross Bow | | |
| ** | Dyshas | | |
| ** | Pistols | | |
| ** | Rifles | | |

### ATHLETIC SKILLS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| * | Jump | | |
| * | Climb | | |
| * | Swim | | |

### PRACTICAL KNOWLEDGE

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| * | Flora recog | | |
| * | Fauna recog | | |
| * | Geography | | |
| * | Geology | | |
| * | Traveler | | |
| * | History | | |
| * | Lore | | |
| * | Current events | | |
| * | Earth-tec | | |
| * | Bio-Tec | | |
| * | Arithmetic | | |
| * | Weather | | |

### COMMON SKILLS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| * | Bargain | | |
| * | Bribe | | |
| * | Fast talk | | |
| * | Getting Around | | |
| * | Hiding | | |
| * | Searching | | |
| * | Tailing | | |
| * | Silent Movement | | |
| * | Contacts | | |
| * | Bureaucracy | | |
| * | Gaming | | |
| * | Information search | | |
| * | Teaching | | |
| * | Concealing self | | |
| * | Tracking | | |
| * | Cooking | | |
| * | First aid | | |
| * | Forraging | | |
| * | Wilderness Travel | | |

### OTHER SKILLS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| **** | Bochigon | | |
| ** | Horses | | |
| **** | Tarro | | |
| ** | Pibber | | |
| *** | Talmaron | | |
| ** | Thombo | | |
| *** | Writing | | |
| **** | Pick pockets | | |
| *** | Underground Info | | |
| ** | Set traps | | |
| *** | Pick locks | | |
| *** | Shipwright | | |
| **** | Medicine | | |
| *** | Creature care | | |
| *** | Crystal cutting | | |
| ** | Limilate finding | | |
| *** | Limilate preparation | | |
| **** | History | | |
| **** | Literature | | |
| **** | Mathematics | | |
| *** | Languages | | |
| **** | Philosophy | | |
| *** | Biology | | |
| *** | Earth-Tec | | |
| **** | Bio-tec | | |
| *** | Geography | | |
| *** | Geology | | |
| *** | Isho Weather | | |

### INTERACTION SKILLS

| Diff | Skill Name | Level | Rank |
|---|---|---|---|
| *** | Military Etiq. | | |
| *** | Caji Etiq. | | |
| *** | Thriddle maddness Etiq. | | |
| *** | Acubon | | |
| *** | Blount | | |
| *** | Bronth | | |
| *** | Cleash | | |
| *** | Corastin | | |
| *** | Croid | | |
| *** | Crugar | | |
| *** | Human | | |
| *** | Muadra | | |
| *** | Boccord | | |
| *** | Ramian | | |
| *** | Salu | | |
| *** | Scarmis | | |
| *** | Shantha | | |
| *** | Thivin | | |
| *** | Thriddle | | |
| *** | Tologra | | |
| *** | Trarch | | |
| *** | Woffen | | |

### INJURY

| LOCATION | WOUNDS |
|---|---|
| Body | |
| Left Arm | |
| Right Arm | |
| Left Leg | |
| Right Leg | |
| Head | |
| STAMINA: | |

## DYSHAS

| DIF | DYSHA NAME | ISHO | RANGE | LEVEL | RANK |
|---|---|---|---|---|---|
| * | Faint | 20 | 20 | | |
| * | Calm Animal | 10 | 20 | | |
| ** | Blinding | 5 | 20 | | |
| *** | Scramble | 50 | 10 | | |
| *** | Body Freeze | 5 | 10 | | |
| *** | Brain Blast | 5 | 10 | | |
| **** | Craze | 5 | 10 | | |
| **** | Drain | 40 | 20 | | |
| * | Push | 3 | 10 | | |
| *** | Ping | 3 | 10 | | |
| ** | Power Orb | 5 | 10 | | |
| * | Tumble | 10 | na | | |
| ** | Levitate | 20 | na | | |
| ** | Power Hold | 3 | 10 | | |
| *** | Suspension Orb | 25 | 5 | | |
| **** | Spinner | 50 | 5 | | |
| **** | Constrictor | 75 | 10 | | |
| * | Orb of Light | 1 | 40 | | |
| * | Flingers | 10 | 40 | | |
| ** | Quantum | 15 | 20 | | |
| *** | Cast Energy | 10 | 20 | | |
| **** | Crater | 30 | 10 | | |
| * | Shield | 5 | na | | |
| ** | Bubble | 20 | 10 | | |
| ** | Body Shield | 30 | na | | |
| *** | Wall | 60 | 10 | | |
| *** | Shield Shatter | 20 | 20 | | |
| **** | Cage | 40 | 10 | | |
| **** | Shield Implosion | 50 | 10 | | |
| * | Lightning Blast | 10 | 40 | | |
| * | Stiff | 15 | 40 | | |
| ** | Frost Bolt | 20 | 20 | | |
| *** | Lightning Strike | 40 | 20 | | |
| **** | Penetration Bolt | 50 | 10 | | |
| * | Fire Touch | 5 | na | | |
| ** | Healer | 10 | na | | |
| ** | Night Eyes | 1 | na | | |
| ** | Faint Touch | 1 | na | | |
| ** | Spider Grip | 10 | na | | |
| ** | Bell | 5 | 20 | | |
| **** | Spectral Stun | 5 | 10 | | |
| * | Deflector | 1 | na | | |
| ** | Inner Ear | 10 | na | | |
| *** | Inner Eye | 20 | na | | |
| *** | Reflect | 50 | na | | |
| **** | Create Warp | 100 | 5 | | |

MAXIMUM ISHO:

CURRENT ISHO:

COLOR POINTS:

## MOON SKILLS

| Diff | Moon | Level | Rank |
|---|---|---|---|
| *** | Shal | | |
| *** | Ebba | | |
| *** | Du | | |
| *** | Gobey | | |
| *** | Desti | | |
| *** | Launtra | | |
| *** | Tra | | |

## ISHO SENSITIVITY SKILLS

| Diff | Moon | Level | Rank |
|---|---|---|---|
| *** | Caji Entropy | | |
| *** | Signature Spectrum | | |
| *** | Race of Signature | | |
| *** | False Signature | | |
| *** | Mask Signature | | |
| *** | Tra-sense | | |
| *** | Estimate Isho | | |
| *** | Warp Stabalization | | |

## FOCUSES

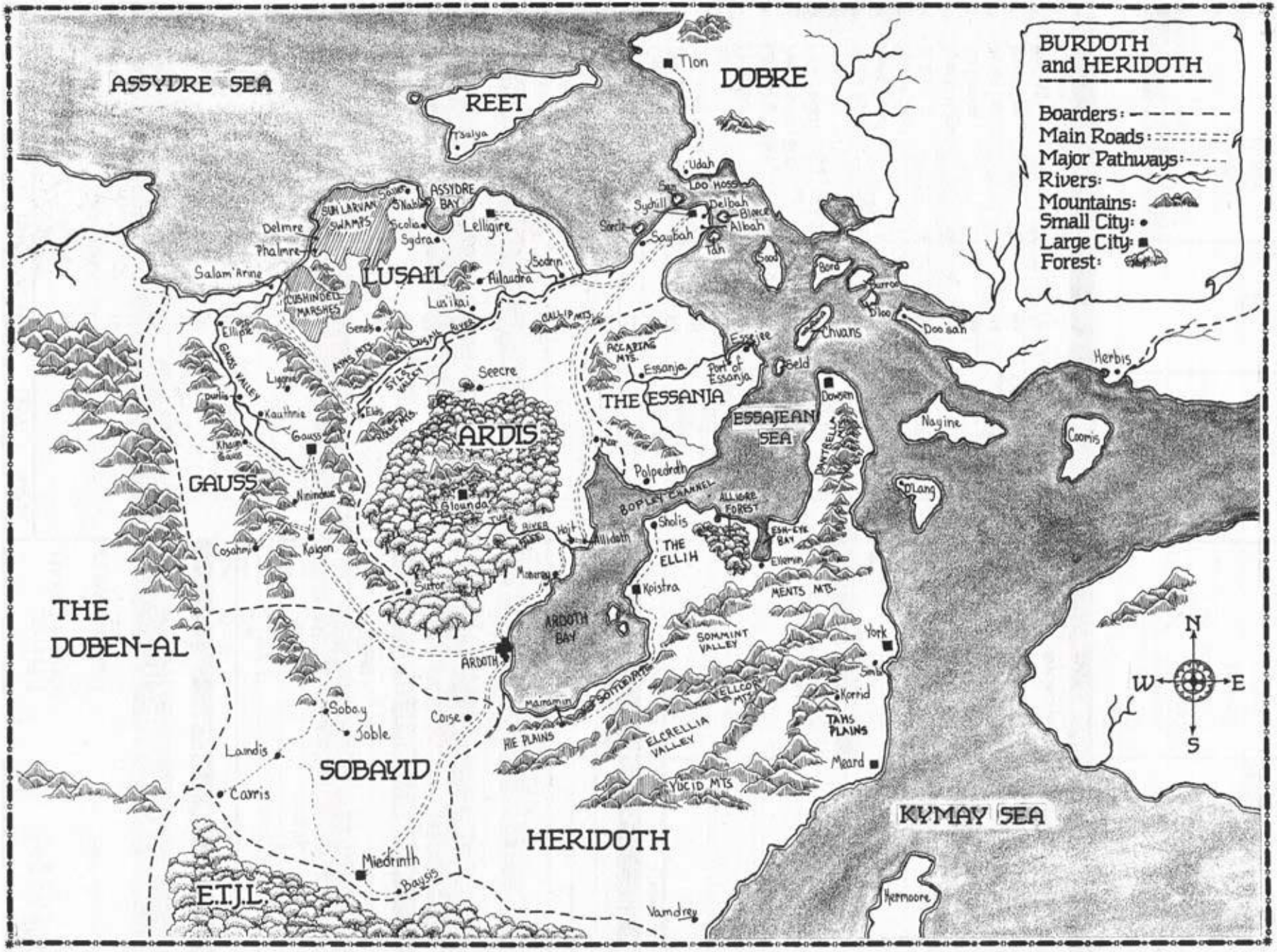
| Diff | Skill to be Improved | #Times | Attain Pts |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

Number of miscellaneous Attaintment Points:

## POSSESSIONS

## MONEY

## BACKGROUND


BURDOTH and HERIDOTH
Boarders:
Main Roads:
Major Pathways:
Rivers:
Mountains:
Small City:
Large City:
Forest:
ASSYDRE SEA
REET
Tsalya
DOBRE
Tlon
Udah
Loo Hoss
Delbah
Blorce
Albah
Sydrill
Sarda
Saybah
Tah
Sood
Bord
Burrad
Dloo
Doo'sah
Chuans
Herbis
Essajee
Beld
Port of Essonja
Essonja
THE ESSANJA
ESSAJEAN SEA
Dowen
Nayine
Coomis
DLang
Pantrella
Polpedrath
Bopley Channel
Allgore Forest
Esh-Eye Bay
Elemin
Sholis
THE ELLIH
Koistra
MENTS MTS.
Sommint Valley
York
Smis
Korrid
Tahs Plains
Meard
Ydcid Mts
Elcrellia Valley
Hie Plains
Sotiday
Maimamin
Ardoth Bay
ARDOTH
Hoji
Willdath
Tuse River
Glounda
ARDIS
Seecre
Accabine Mts.
Essonja
Callip Mts
Ellipse
Gauss Valley
Liggine
Kauthnie
Gauss
Khum Gauss
Nesindue
GAUSS
Cosahm
Kaigon
Sutor
Maserag
THE DOBEN-AL
Soboy
Soble
Corse
Laudis
Carris
SOBAYID
Miedrinth
Bayss
E.T.J.L.
HERIDOTH
Vamdrey
KYMAY SEA
Hermoore
Delmre
Phalmre
Salam'Arne
Sun Larvan Swamps
Sauce
Nabb
ASSYDRE BAY
Scolae
Sydra
Lelligire
LUSAIL
Fulaudra
Sodrin
Lu'ikai
Cushinded Marshes
Gends
Ellipse
Seven Mts
Silex Valley
Elis
Volcano Mts
Khum Gauss
N
W
E
S

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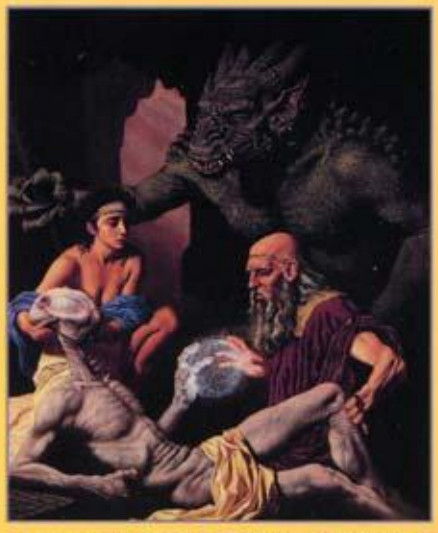

# SKYREALMS of JORUNE™

## LEAVE YOUR WORLD BEHIND™

## 150 YEARS FROM NOW

**Humans impose their will and technology upon a distant world**

## 3500 YEARS FROM NOW

**Man's rule is ancient history, Earth only a shadowy myth. Humans and other intelligent races survive using technologies and tools of other times and other cultures. Their own inspiring past eagerly awaits discovery beneath millenia of war and regrowth**

## 3500 YEARS FROM NOW IS YOUR TIME ON JORUNE

Escape the bounds of the ordinary and enter Jorune, a complete and self-consistent world of adventure. A world where you match your wits against alien creatures with unearthly powers. A world where you can learn to weave ancient energy into fantastic orbs and bolts. A world of Skyrealms and dark warps, Earth-Tec arsenals and Bio-Tec lifeforms.

Set out on your hearty thombo, or fly by talmaron. Sail the skies aboard a Jaspian crystal schooner. Seek out the SkyRealms, for they hold some of the world's greatest treasures. To survive their challenges, pursue the knowledge of the ancients, and the power of their crystals. Ramian sometimes inhabit these floating realms, so stay sharp and carry a blaster. If that's not your style, bring along a corastin bodyguard and let him handle it.

But there's more to Jorune than just combat. Jorune is a place where names like Iscin, Mayatrish, and Caji Gends inspire admiration, where the thailiers of the huge corondon are cast into blades, where shanthas rule a technology invisible to most humans.

But if you are into combat, you're looking in the right place. On Jorune, you don't ***resolve*** combat, you ***role–play*** it. Characters can choose strategies and make called shots. It's rough and tumble, with overhead swings, evades, and energy defenses. Creatures like The Dhar Corondon are no picnic. With our wound system you'll lose a lot more than hit points if a thailier rakes across your chest.

This is no empty universe for the referee to fill in. Jorune has 3500 years of history behind it, and the century that leads up to gameplay is described in detail. All of the minor realms are presented, and Burdoth is fully at the referee's disposal, mapped and described in detail. Jorune includes an indepth look at the capital city of Ardoth.

Create a character that strikes your fancy, from any walk of life. A Gloundan Shadow Warrior, an Earth-Tec Scientist, a Thike Fighter, a Beaster, a Githerin, and a Dyte Punk are just a few examples. Roll your stats or use the ones listed. Pick a few bonus skills and you're ready to game.

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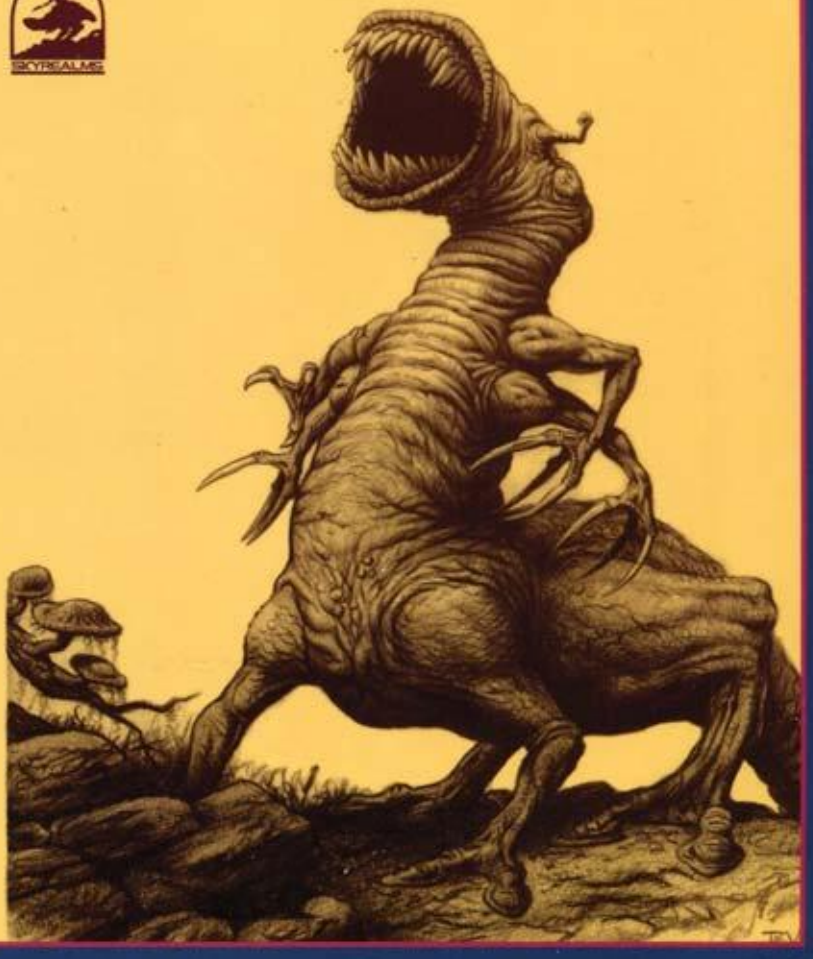
Jorune contains a handbook for explorers written by Sages and high ranking officials of Jorune. It is part survival guide and part cultural guide. It gives players an understanding of the world and its cultures through the eyes of those who live there.

The referee section features in-depth descriptions of each race, ready for gaming. Our campaign starters get your players role-playing fast. Included is an expanded description of one of Ardoth's neighborhoods, complete with a Bio-Tec mini campaign.

***JORUNE is Lavishly Illustrated by Miles Teves, Co–Designer.***

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